

```

1 REM +++ WEATHERBEATER +++
2 REM J RICHARD PALMER, JULY '84
3 REM +FOR LANDSCAPE EDITOR +
4 REM +
5 LET HSC=0
10 RESTORE : PAPER 5: BORDER 5
CLS : INK 0
20 LET e=5: LET lives=4
30 LET sc=-6: LET lev=1: LET f
vel=0: LET b=10
40 LET ink=8
50 RANDOMIZE : DIM x(50): DIM
y(50): DIM w(50): DIM v(50)
70 LET mempos=50000
100 LET J=PEEK 23675+256*PEEK 2
2075 FOR f=J TO J+(8*12)-1: READ
d: POKE f,d: NEXT f
1000 DATA 0,4,14,01,31,31,15,31
1010 DATA 16,60,126,255,255,255,
255,255
1020 DATA 96,240,240,240,240,252
252,254
1030 DATA 63,63,63,31,31,15,3,0
1040 DATA 255,255,255,255,220,14
0,7,0
1050 DATA 254,254,252,243,192,19
0,128,0
1060 DATA 0,0,24,60,255,24,0,0
1070 DATA 40,50,28,56,112,224,11
2,55
1080 DATA 24,12,48,96,192,96,16,
0
1085 DATA 1,7,30,254,30,14,16,32
1090 DATA 128,224,56,255,56,240,
0,4
1095 DATA 24,24,60,126,255,255,1
26,60
1097 GO SUB 7000
1099 REM START SCREEN
1100 REM
1102 IF LIVES=0 THEN GO TO 1200
1104 CLS : LET sc=sc+(lev+e): LE
T e=e+2: PRINT AT 0,0;"SC :";sc
" : AT 0,10;"LIVES :";lives:
" : AT 0,20;"FUEL :";fuel: LET in
k=ink-1: IF ink=-1 THEN LET ink=
0

```

```

1105 IF PEEK (mempos)=0 THEN GO
TO 3000
1107 GO SUB 6000
1108 LET lev=lev+1: LET b=b-1
1110 IF ink=5 THEN LET ink=4
1111 IF lev=10 THEN LET e=1
1112 IF lev>10 THEN LET e=e-1
1120 GO TO 2000
1200 REM DEAD
1205 LET P=0: FOR g=10 TO 20: FO
R c=0 TO 7: BORDER c: BEEP 0.005
1207 FOR Y=0 TO 21: PRINT AT Y,0
: PAPER P:
1208 LET P=P+1: IF P=8 THEN LET
P=0
1209 NEXT Y
1210 INK 0: PAPER 7: PRINT AT 5
0;"
YOUR ENERGY SHIELDS HAVE
FAILED; YOUR SHIP WILL
NOW NEVER MAKE IT OUT OF
THE ATMOSPHERE, EXCEPT
IN VERY LITTLE PIECES.
1215 BEEP .5,0: BEEP .5,-5: BEEP
.5,-9: BEEP .5,-5: BEEP 1,-12
1220 PRINT AT 15,7;"SCORE ACHIEV
ED :";sc
1225 IF 30>HSC THEN LET HSC=30:
PRINT AT 17,0;" NEW HIGH S
CORE !!!
: BEEP .1,G: BEEP .1,G-12: NEXT
G
1227 PRINT AT 19,9;"HIGH SCORE:
";HSC
1230 PRINT #1;"PRESS ANY KEY TO
PLAY AGAIN...": PAUSE 0: GO TO 1
0
1680 REM PRINT CLOUDS
1690 FOR n=1 TO e
1705 BEEP 0.01: INT (RND*30): PRI
NT AT y(n),x(n): INK ink;"ABC":A
T y(n)+1,x(n):"DEF"
1715 NEXT n
1720 RETURN
2000 REM RAIN LOOP
2001 FOR J=1 TO e: LET x(J)=INT
(RND*24)+4: LET y(J)=INT ((RND*
PEEK (mempos-((31-x(J))*2))-6))+
1: LET v(J)=x(J): LET w(J)=y(J)
: NEXT J
2005 LET a=0: LET oa=a: LET ob=b
2007 GO SUB 1690
2010 FOR n=1 TO e
2011 LET x(n)=x(n)+(INT (RND*3)-
1): LET y(n)=y(n)+(INT (RND*3)-1
)

```

Illustration: Gary Wing




```

2013 IF x(n)<1 THEN LET x(n)=1
2014 IF x(n)>28 THEN LET x(n)=28
2015 IF y(n)<1 THEN LET y(n)=1
2016 IF y(n)>18 THEN LET y(n)=18
2017 IF SCREEN$ (y(n)+3,x(n))=""@
" THEN LET y(n)=y(n)-1
2018 IF SCREEN$ (y(n)+3,x(n)-1)=
" THEN LET y(n)=y(n)-1
2019 IF SCREEN$ (y(n)+3,x(n)+1)=
" THEN LET y(n)=y(n)+1
2020 IF ink>0 THEN GO TO 2036
2022 IF x(n)>a THEN LET x(n)=x(n)
1-1
2024 IF y(n)>b THEN LET y(n)=y(n)
1-2
2026 IF y(n)<b THEN LET y(n)=y(n)
1+1
2036 PRINT AT w(n),v(n):" "AT
w(n)+1,v(n):"
2038 LET w(n)=x(n): LET v(n)=y(n)
)
2040 PRINT INK ink,AT y(n),x(n):
"ABC":AT y(n)+1,x(n):"DEF"
2045 IF ink=0 THEN GO SUB 5000
2050 GO SUB 3000

```

```

2060 LET sc=sc+1 NEXT n: GO TO
2010
3000 REM SAUCER ROUTINE
3010 IF IN 64510<255 THEN LET b=
b+1
3020 IF IN 63486<255 AND b>_ THE
N LET b=b-1
3025 IF IN 61438<255 AND fuel>4
THEN LET a=a+1: LET fuel=fuel-5:
PRINT AT 0,26;fuel
3030 LET a=a+1
3040 PRINT AT 0b,0a:" ": LET 0a=
a: LET 0b=b
3041 IF POINT ((a*8)+4,(175-(b*8)
)-4)=0 THEN GO TO 3045
3042 IF (PEEK (mempos-(2*(31-a))
+1)=1 OR PEEK (mempos-(2*(32-a))
+1)=1) AND b=(PEEK (mempos-(2*(3
1-a)))=1 THEN LET fuel=fuel+10:
PRINT AT b,a-1:" ": LET sc=sc
+20: PRINT AT 0,26;fuel: FOR J=1
0 TO 20 STEP 5: BEEP 0.01,J: NEX
T J

```

RUNS ON A SPECTRUM

BY J. RICHARD PALMER

You can't trust anyone these days can you! There I was cruising around the used space ship lot when this chap in a battered and extremely old-fashioned trilby hat came up to me and said, "Psst! Want to buy a space ship. Good runner, low on the light years, only one owner — a little old E.T. from the Milky Way?"

Well, to cut a long story short, about 20 parsecs later, I was the proud owner of a tasty used space-craft. A couple of light years out on my first trip I discovered a hole in my fuel tank . . .

Can you help this stricken space pilot? Full instructions are included in the listing.

To enter the game, type in the listing and save it on tape. Capital letters in PRINT statements which aren't proper words are probably graphics characters, so enter these in graphics mode by typing CAPS SHIFT-9.

Before you can play the game, though, you have to create your own landscape. Type GOTO 9000 or RUN 9000 to do this. Once you have, you can save this on tape for future games.

You only get four lives, so use them carefully.




```

3044 IF PEEK (mempos-(2*(32-a))+
1)=2 AND b=(PEEK (mempos-(2*(31-
a))))-1 THEN GO TO 5200
3045 IF POINT ((a*8)+7),(175-((
3)+4)))=1 THEN GO TO 5200
3047 IF a>29 THEN GO TO 1100
3050 PRINT AT b,a;"G"
3060 PRINT AT 0,-1;"C"
3100 RETURN
4000 REM CRASH
4010 FOR g=20 TO 0 STEP -1: BEEP
0.1,g: NEXT g
4015 IF PEEK (mempos-(a+2)) THEN L
ET b=PEEK (mempos)-3
4020 LET lives=lives-1: GO TO 11
00
5000 REM LSCPTING
5010 IF INT (RAND*3)=1 OR a=x(n)
THEN GO TO 5020
5015 RETURN
5020 PRINT AT y(n)+2,x(n)+1;"INK
6","H";AT y(n)+3,x(n)+1;"I"
5030 FOR J=50 TO 45 STEP -2: BEE
P 0.005,J: NEXT J
5040 PRINT AT y(n)+2,x(n)+1;" ";
AT y(n)+3,x(n)+1;" ";
5050 IF a>x(n)-1 AND a<x(n)+1 AN
D b<y(n)+5 AND b>y(n)+1 THEN GO
TO 5060
5055 RETURN
5070 FOR g=0 TO 7: PRINT AT b,a;
"INK g";"G": BEEP 0.05,g: NEXT g:
GO TO 4000
5200 REM SAUCEP HIT
5202 LET add=0: LET bdd=0
5205 IF a<5 THEN LET add=30
5206 IF a>27 THEN LET add=-30
5208 IF b<5 THEN LET bdd=-30
5210 FOR J=1 TO 10: BEEP 0.005,I
NT (AND*40): INK INT (RAND*8): PL
OT (a*8)+4,(175-(b*8))+4: DRAW I
NT (RAND*60)-30+add,(INT (RAND*30)
)+bdd: NEXT J: INK 0
5220 LET lives=lives-1: IF PEEK
(mempos)<b+2 THEN LET b=PEEK (me
mpos)-3
5230 GO TO 1100
6000 REM PRINT LANDSCAPE
6010 LET x=0
6020 LET y=PEEK (mempos): LET o=
PEEK (mempos+1)
6030 PRINT AT y,x;"@";AT y+1,x;"
@": IF o=1 THEN PRINT AT y-1,x-1
;"INK 2";"JK"
6033 IF o=2 THEN PRINT AT y-1,x;
"INK 1";"L"
6035 LET mempos=mempos+2
6040 LET x=x+1: IF x=32 THEN RET
URN
6050 GO TO 6020
7000 REM STAFF SCREEN
7005 BORDER 0: INK 7: PAPER 0: C
LS
7010 FOR G=1 TO 20: BEEP 0.01,IN
T (RAND*40): LET X=INT (RAND*28):
INK INT (RAND*6)+1: LET Y=INT (RN
D*20): PRINT AT Y,X;"ABC";AT Y+1
,X;"DEF": NEXT G
7020 RESTORE 7100: FOR G=0 TO 20
: READ I,P,F,D$
7030 POKE 23692,255
7035 RANDOMIZE USR 3582
7040 PRINT AT 21,0: INK I: PAPER
P: FLASH F:D$: NEXT G
7100 DATA 6,1,0," J RICHARD PAL
MER PRESENTS..."
7105 DATA 0,0,0,""
7107 DATA 2,0,1,"

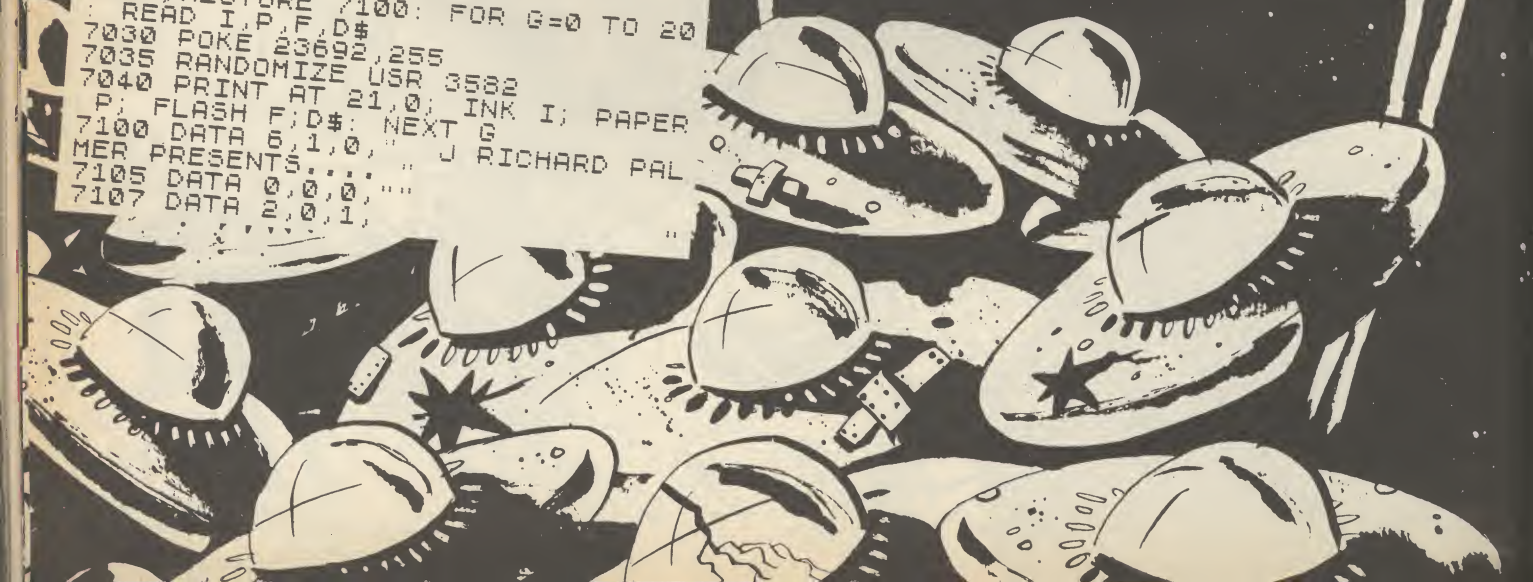
```

```

7110 DATA 2,0,1,"
7115 DATA 2,0,1,"
7120 DATA 2,0,1,"
7125 DATA 2,0,1,"
7130 DATA 2,0,1,"
7135 DATA 2,0,1,"
7140 DATA 7,5,1,"
7145 DATA 7,5,1,"
7150 DATA 7,5,1,"
7155 DATA 7,5,1,"
7160 DATA 7,5,1,"
7165 DATA 7,5,1,"
7170 DATA 7,5,1,"
7175 DATA 0,1,0,"
7180 DATA 0,2,0,"
7185 DATA 0,3,0,"
7190 DATA 0,4,0,"
7195 DATA 0,5,0,"
7200 DATA 0,6,0,"

```

JUNK YARD!



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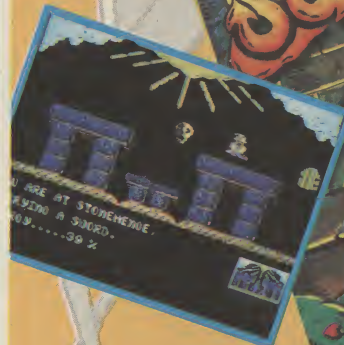
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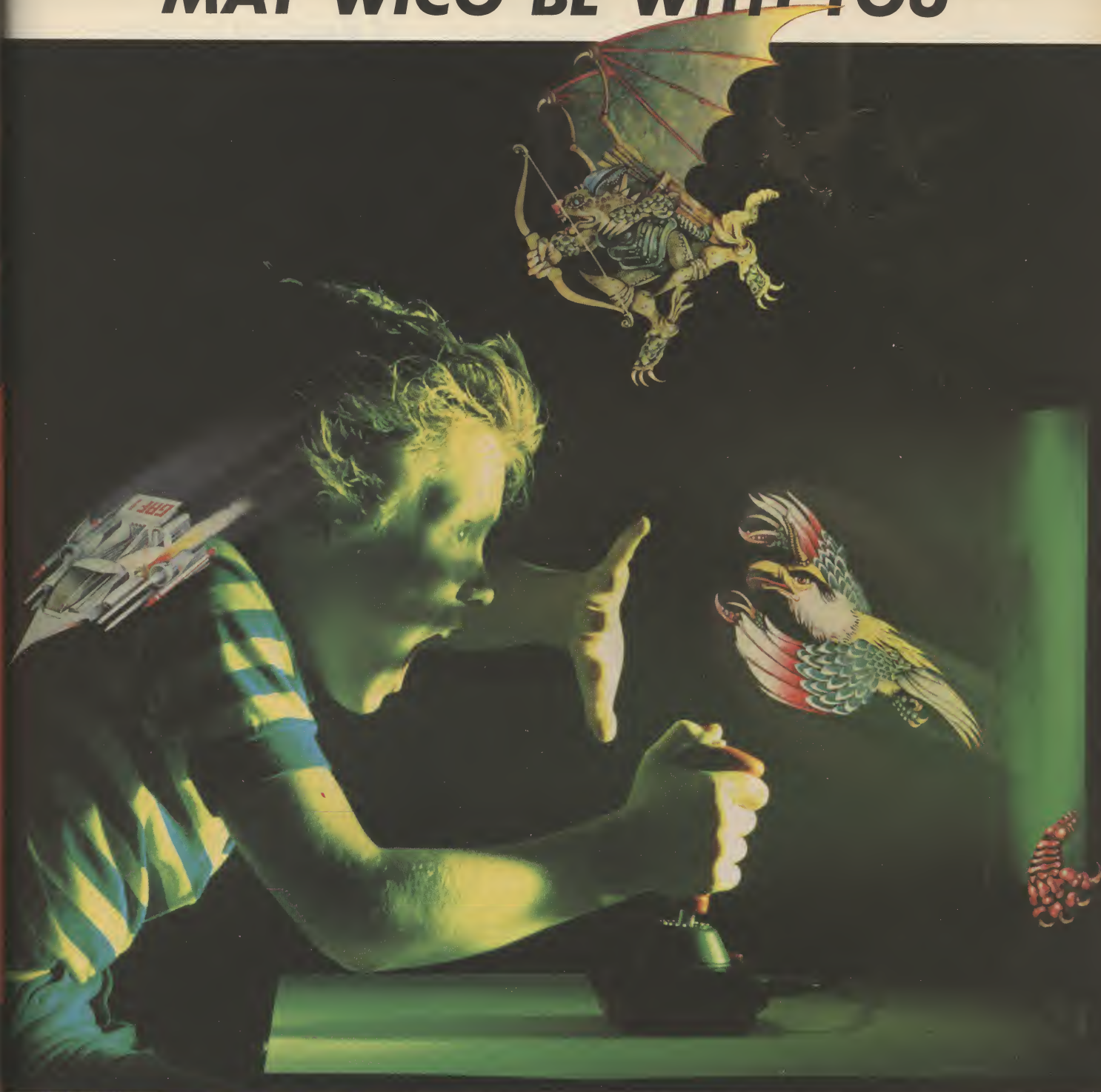
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Note: Volcano can only be played with the map supplied. Volcano is designed for use on a Spectrum 48k. Design/Illustration by Angel Art — Tel: Walton-on-Thames 222110.

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```

7120 DATA .33,0,.9,12,.1,9,.2,7,
.5,1.2,2,.33,0,.9,5,.1,7,.33,9,
.1,2,12
7220 DATA .33,0,.9,5,.1,7,.33,9,
.7,12,.33,9,.33,12,.9,12,.1,9,.3
3,7,.9,2
7250 PAPER 5: INK 0
7300 PRINT #1; FLASH 1;" PRESS
'I' FOR INSTRUCTIONS, OR ANY
OTHER KEY TO PLAY..." : FLASH
0

```

```

7310 RESTORE 7220: FOR H=1 TO 22
: READ L,P: BEEP L,P: IF INKEY$<
>" " THEN BORDER 5: GO TO 7350
7320 NEXT H: PAUSE 10: GO TO 731
0

```

```

7350 IF INKEY$="I" OR INKEY$="i"
THEN GO TO 7400
7360 RETURN
7400 REM instructions
7410 INK 1: PAPER 7: BORDER 5: C
LS

```

```

7412 CLS: PRINT " The story so
far..." After an unfortun
ate crash with a meteor, you di
scovered a hole in the fuel ta
nk of your earth built saucer."
7413 PRINT " You landed on t
he nearest planet ( called "T
he Moon" ), to try to refuel,
and discovered you needed nearly
a full tank to get out of the
atmosphere and back to the neare
st major planet..."

```

```

7414 PRINT " You have four l
ives-if you are hit or crash y
our shields weaken, and you loo
se a life.
: SPLATT!!"

```

```

7415 PRINT #0;"Press any key..."
7417 BEEP 0.01,INT (RND*30): IF
INKEY$="" THEN GO TO 7417

```

```

7420 CLS: PRINT " I N S T R
U C T I O N S

```

```

7430 PRINT PAPER 7;" PILOT YO
UR SAUCER G SLOWLY THROUGH THE
DENSE ATMOSPHERE, CAREFULLY A
VOIDING THE DEADLY GATHERING S
TORMCLOUDS ABC WITH THEIR
LIGHTNING DEF
7440 PRINT INK 6;"

```

H
I"

```

7450 PRINT " INK 3;" AT THE S
AME TIME, YOU MUST COLLECT END
UGH FUEL JK TO CLIMB OUT O
F THE ATMOSPHERE AT THE END OF
THE LANDSCAPE."
7460 PRINT " WATCH OUT FOR TH
E BOMBS L!"
7470 PRINT "1-5 ... UP 6-
0 ... FAST 0-T ... DOWN"
7480 PRINT " AT END : "1-5 ,
.. LEFT 6-0 ... RIGHT"
7490 PRINT #1; PAPER 5;"PRESS AN
Y KEY..."

```

```

7495 BEEP .005,INT (RND*20)+40:
IF INKEY$="" THEN GO TO 7495
7496 GO TO 7000
7900 STOP

```

```

8000 REM LAST SECTION
8005 PAPER 0: INK 7: CLS: LET e
=30: LET ink=7
8006 PRINT AT 10,6;"PREPARE FOR
LIFT-OFF": FOR g=10 TO 1 STEP -1
: PRINT AT 12,15,9;" ": BEEP .5,
9: NEXT g: CLS

```

```

8008 FOR g=1 TO 20: BORDER INT (
RND*8): NEXT g: BORDER 5
8010 FOR p=5 TO 0 STEP -1
8015 LET e=e-4: LET a=15: LET oa
=a: LET b=20: PAPER p: BORDER p:
CLS

```

```

8017 PRINT AT 0,0: INK 7;"SC :";
sc;AT 0,10;"LIVES :";Lives;AT 0,
20;"FUEL :";fuel
8020 FOR g=1 TO 15: INK INT (RND
*3)+5: PLOT INT (RND*32)*8,INT (
RND*21)*8: DRAW 1,0: DRAW 0,1: D
RAW -1,0: NEXT g

```

```

8021 FOR j=1 TO e: LET x=INT (RN
D*29): LET y=INT (RND*15)+1: PRI
NT AT y,x: INK ink;"ABC";AT y+1,
x;"DEF": NEXT j
8025 LET m=1: IF IN 64510<>255 T
HEN LET m=2

```

```

8030 IF IN 63486<>255 AND a>1 TH
EN LET a=a-1
8040 IF IN 61438<>255 AND a<30 T
HEN LET a=a+1

```

```

8045 LET sc=sc+5: PRINT AT 0,4;s
c;" "
8050 PRINT AT b+1,oa;" ": LET oa
=a

```




```

8060 IF POINT (a*8+4, (175-(b*8)+
4))=1 THEN GO TO 8500
8065 BEEP 0.005,60
8070 PRINT AT b,a; INK 6;"G"
8080 LET b=b-1; LET fuel=fuel-1;
IF b=1 THEN NEXT P; GO TO 8700
8082 PRINT AT 0,26; INK 7;fuel;"
8085 IF fuel<1 THEN PRINT AT 10,
10; INK 7; FLASH 1;"OUT OF FUEL"
FLASH 0; GO TO 1215
8090 GO TO 8030
8500 REM LANDSCAPE
8505 FOR 9=20 TO 40: BEEP 0.005,
9; NEXT 9; LET lives=lives-1; PR
s=0 THEN GO TO 1200
8510 GO TO 8015
8700 REM OUT!!!
8705 RESTORE 8710; FOR 9=1 TO 16
READ L,P; BEEP L,P; NEXT 9
8710 DATA .9,5,.3,7,.3,8,.3,10,.
2,12,.2,13,.2,12
8715 DATA .3,15,.6,18,.3,17,.2,1
0,.2,12,.2,15,.9,20,.4,19,.2,20
8720 PRINT AT 10,6; FLASH 1;"BON
US POINTS: 1000"; FLASH 0; LET
sc=sc+1000; FOR 9=1 TO 400: NEXT
9
8750 LET ink=7; INK 0; PAPER 5;
BORDER 5; CLS; LET e=5; LET lev
=1; LET b=15; LET mempos=50000;
GO TO 1100
9000 REM LANDSCAPE GENERATOR
9001 GO TO 9500
9005 PAPER 7; INK 0
9010 CLS; LET y=20; LET x=0; LE
T len=0; LET screens=0
9020 LET mempos=50000
9100 IF IN 61438=239 AND y<20 TH
EN LET y=y+1
9110 IF IN 61438=247 AND y>1 THE
N LET y=y-1
9115 POKE mempos+1,0
9120 IF IN 57342<>255 AND POINT
((x-1)*8)+4, (175-(y*8))+4)=0 AN
D PEEK (mempos-1)<>1 THEN POKE m
empos+1,1; PRINT AT y-1,x-1;"JK"
GO TO 9130
9125 IF IN 49-50<>255 AND POINT
((x*8)+4, (175-(y*8))+4)=0 THEN P
OKE mempos+1; PRINT AT y-1,x;"

```

```

9130 IF screen=0 AND x=0 THEN
GO TO 9500
9140 POKE mempos,y
9150 LET len=len+1; LET mempos=m
empos+2
9160 PRINT AT 0,0;"length: ";le
n;AT 0,15;"screens: ";screens
9165 LET old=PEEK (mempos-4)
9170 IF old=y THEN PRINT AT y,x;
"■"
9173 IF old>y THEN PRINT AT y+1,
x;"■";AT y,x;"■"
9176 IF old<y THEN PRINT AT y-1,
x;"■";AT y,x;"■"
9200 LET x=x+1; IF x=32 THEN LET
x=0; CLS; LET screens=screens+
1
9250 GO TO 9100
9500 REM
9505 CLS; PRINT " LANDSCAPE
GENERATOR
9510 PRINT "press: 1) To gene
rate landscape 2) To save
landscape 3) To load
landscape 4) To exit"
9515 IF INKEY$="1" THEN GO TO 96
00
9520 IF INKEY$="2" THEN SAVE "ls
cape"CODE 50000,1280
9522 IF INKEY$="3" THEN LOAD ""C
ODE; RUN
9525 IF INKEY$="4" THEN RUN
9530 GO TO 9515
9500 REM
9505 CLS; PRINT " Landscapes
are 20 screens long and are for
med by moving the front of th
e landscape up or down as it
moves forward."
9510 PRINT " Fuel should be pla
ced on flat areas of ground, a
bout 2 to 6 fuel pods per scre
en, suitably protected by bombs"
9515 PRINT " 6 ... down y
fuel 7 ... up h
-enter... bomb"
9520 PRINT AT 21,0;"Press any ke
y to start..."; PAUSE 0; GO TO 9
010

```



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PERSONAL COMPUTER NEWS
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PERSONAL COMPUTER NEWS
What more can WE say!?!?!?

JOYLESS VICTORY

Games like *Victory* really make me wonder if the Colecovision has any future.

Two years ago I was writing with nothing but enthusiasm for this bright new video games system which promised great things with its range of exciting arcade-to-home conversions.

There was *Donkey Kong*, *Zaxxon* and *Venture*. Lots of good games — the only problem was finding the money.

But recently the supply of good games has started to dry up. We've had *Miner 2049'er*, *Rocky* and *Omega Race* that have been worth buying — the rest can only be described as average.

Victory too falls into this category. It's a scrolling shoot-'em-up with a planet surface scene and space scene. Again the game works with the pricey Roller Ball controller — your ship can move in any direction and your gun rotates through 360 degrees. It's the sort of game that has been done so well on other systems — Spectrum and 64 to name but two — so that when you come across a third rate version on what is supposed to be the best games system around, you cannot help but be disappointed.

The game does have some saving graces, like the radar scanner that enables you to

track the position of the incoming aliens.

The game also has a run ranking system that starts you off as a cadet and challenges you to work your way up through the ranks to squadron leader.

Trouble with this is that it's just too easy to gain those promotions.

Other features include smart bombs, shields, a refuelling mechanism and a shield strength indicators.

The graphics in *Victory* are very crude and chunky and movement seems very jerky.

THREE IN ONE!

Omega Race spun into the arcades two years ago and then spun out again without making any major impact.

It made a brief reappearance on the Vic 20 last year and now thankfully there is a version for the ColecoVision.

It's a pity this game has been ignored by most of the arcade game cloning software houses as it's a very original and entertaining

game well worth converting.

The game works in conjunction with the Coleco Roller Controller — not exactly a cinch at £50.

You pilot the *Omega* fighter as it battles against the droid forces. The ship can rotate through 360 degrees, thrust forward at great speed and bounce off the walls to gain an advantage.

You are armed with a laser gun as defence against the droids but — be warned — they have the same fire power as you do and they also have the advantage of numbers.

The first few sheets of droids conveniently stand still so that you can pick them off with ease. Pretty soon they start to speed up, tracking you around the central island at great speed, so manual dexterity with the Roller Controller becomes important.

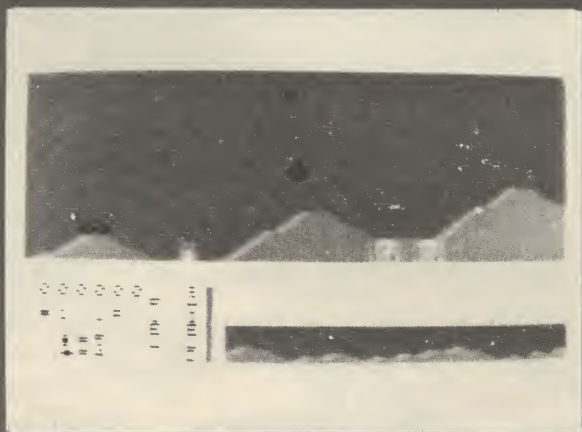
This is where the strategy element comes into *Omega Race* — planning your direction, and your angles of fire and bouncing off the walls to arrive at a vantage point.

There are three variations on the basic game: Tunnels and Astro Gates which feature two escape tunnels that can also be used for surprise attacks and Fast Bounce which makes you rebound off the sides of those walls like a silver ball in a pin table.

Omega Race available now at £29.95.



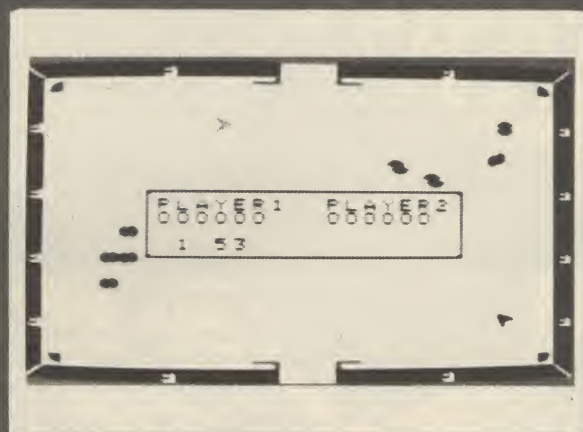
With Christmas just around the corner, our Joystick Jury resumed its session to take a look at some of the new releases for the ColecoVision system. And although dedicated video-games machines seem to be taking a nose-dive lately, CBS are releasing some attractive new games.



The Verdict

Not good enough a game to justify the £29.95 asking price.

● Action.....2	● Addiction.....1
● Graphics.....1	● Theme.....1



The Verdict

If you are lucky enough to own a Roller Ball controller for your Coleco, this is one of the best available for it so far. You'll find it difficult to put it down.

● Action.....4	● Addiction.....4
● Graphics.....2	● Theme.....3

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Over the next five nights a series of frantic phone calls convince you that the matter deserves further investigation. You receive a dossier on the activities of Valkyrie 17. Pieced together from fragmentary reports culled from the last forty years you slowly begin to put the whole thing together. Drakenfeur, Heinrich and Reichsmuller. The badge pressed into your hand on the station at _____. And that last desperate call for help from the Glitz Hotel overlooking Lake Bruntz.

Your cover is good. Very good in fact. You spend a few days sniffing around and then head up towards Lake Bruntz. You check in to the Glitz Hotel. It's the last lead you have. You seem to be getting nowhere.

Then on your way to the bar you sense a movement in the shadows. You feel a blow on your temple. And everything goes black...

Valkyrie 17 is an Adventure featuring both graphic and text locations. You will meet several different characters some of whom may help you while others see your demise as their sole purpose in life.

Included in the pack is a comprehensive dossier on Valkyrie 17. On the reverse of the cassette tape are the answerphone messages. And then of course there's the game itself.

LOADING TIME	5½ minutes.	MICRODRIVE	X/FER FUNCTION
LOCATIONS	100+	FUN FACTOR 8	
LEVEL	?		
SOUND	Beep Beep		

HINTS

Watch your back, try not to get killed and mind your language.

The RamJam Corporation cannot accept responsibility for injury either mental or physical caused during the playing of Valkyrie 17. Furthermore the existence of these words affects your statutory rights.

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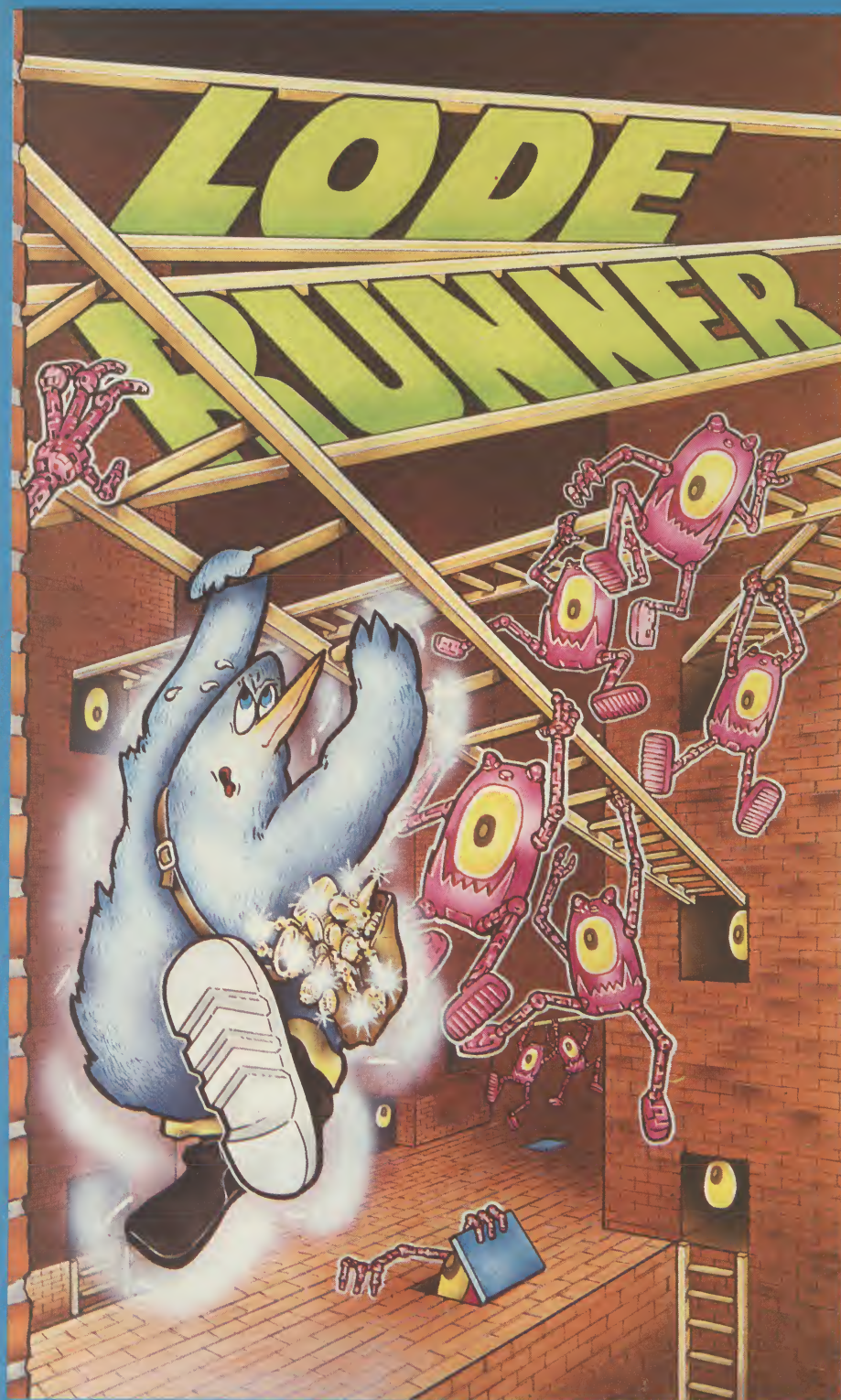
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Available on the 48K Spectrum

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Can Thor save Cute Chick from the hungry dinosaur? Only you can help. At first he only has to jump rocks and holes. Then he must jump and duck, almost simultaneously, to avoid the logs and low hanging tree limbs in the Petrified Forest. The only way Thor can get across the river is to hop on the turtles' backs. These turtles sometimes get tired and submerge at the wrong moment, much to Thor's dismay! To add to Thor's difficulties, his arch-enemy Fat Broad is waiting on the other side to ambush him. If Thor's timing is good, the Dooky Bird is overhead, the prehistoric bird will pick him up and carry him across!

Thor must build up plenty of speed during his downhill run before the cliff. Timing is crucial, too. If Thor's balance is off or he is too slow he will crash into the ravine or the face of the cliff. Once over the cliff, Thor faces his most difficult challenge: the volcanic eruption. In addition to the obstacles on the ground, he is showered with boulders from the sky.

Once again Thor must cross the river on the turtles' backs. Then, at last, he must face the dinosaur! If Thor can get past the dinosaur and into the cave, he has only a short way to go to rescue Cute Chick. On his way, Thor must duck under stalagmites and jump over stalagmites to avoid crashing.

If Thor does crash, don't worry: he has five wheels. But True Love is calling him, so use all your agility and cunning to help him rescue Cute Chick!

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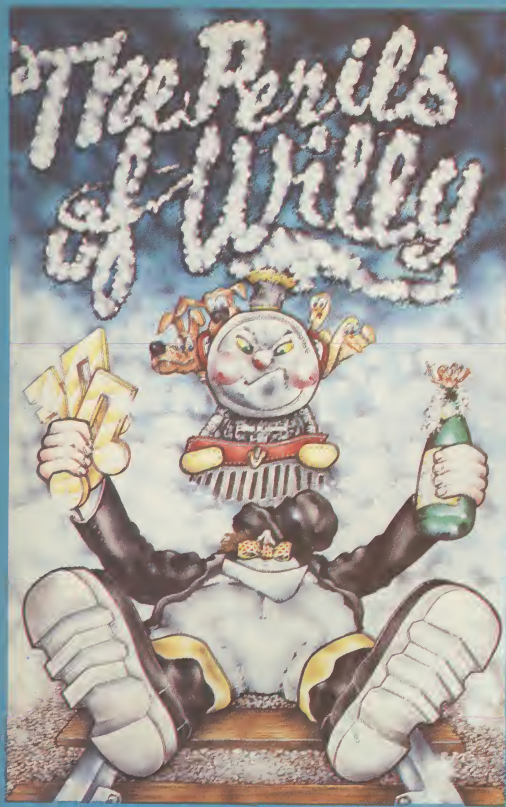
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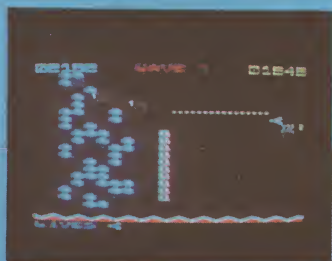
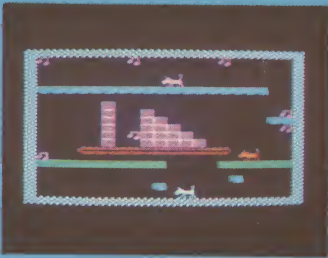
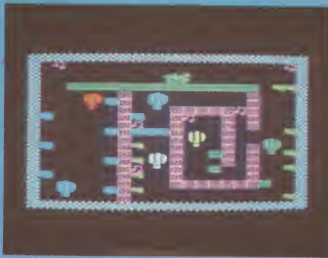




Its army to enormous dimensions, soon its attack on mankind will commence. Exploring the outer regions of a weird landscape, your secondhand 'ground skimmer' has only a single laser in its armoury. Discovering the Dodo's secret means you must destroy as many beings as possible, as the Dodo will try anything in its power to prevent the secret getting out. The game has 9 attack waves with progressive difficulty and speed. There's a bonus life every 10,000 points and bonus points after every wave, dependant on which level you are on (Bonus = Wave Number x 1000). After the wave bonus the Dodo must be hit 12 times, by bringing the number on the right of the score from 88 to 100. The number of 'Mults', 'Wallys' and 'Bulldas' is also dependant on the wave number.

WARNING: 'Mults' are not affected by laser fire, but in fact, feed on it. The 'ground-skimmer' can be destroyed on collision with any enemy or enemies weapons, or by letting the 'BBs' (purple coloured enemy) getting to the far right of the screen.

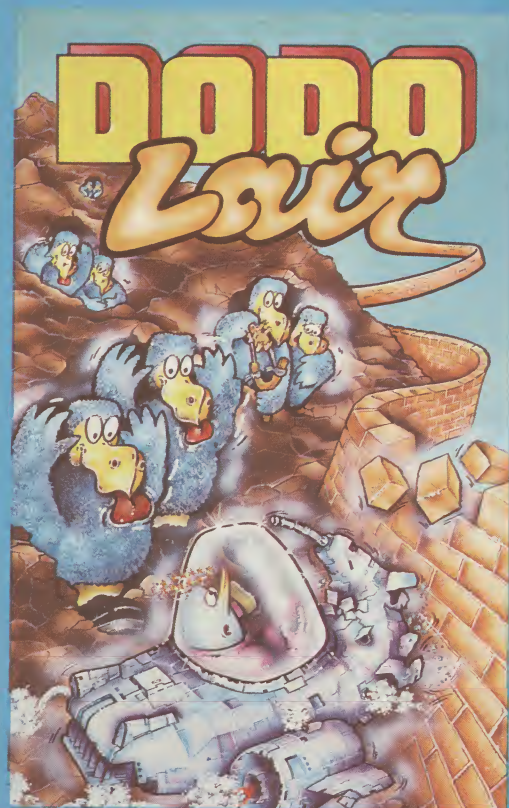
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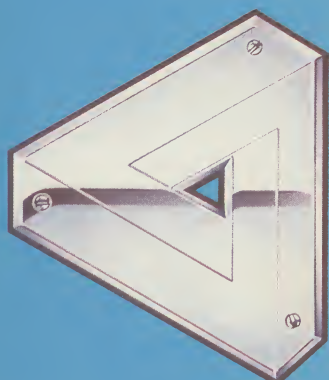
Oh what a night, drinking, dancing and singing 'til dawn. Now it's time for all the revellers to make their way home. Being a little worse for drink, you decide to walk home in the cool night air, rather than taking a taxi. Singing merrily along the way, you walk through the park and skip lightly over the ducks and catch the notes of music that seem to hang in the air. But be careful when approaching the railway, trains still run at this time of day and wild dogs are in search of food! When you have collected all the notes on the level you are on you will proceed to the next, collecting a time bonus on the way.

Miner Willy's first outing on the Commodore VIC 20.

Available on the VIC 20 + 16K expanded

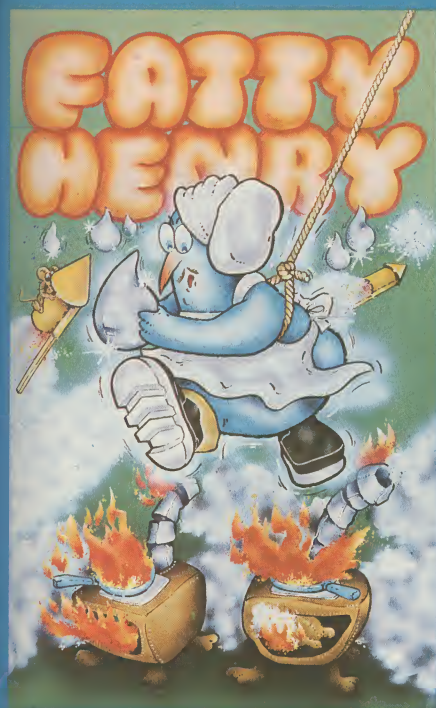


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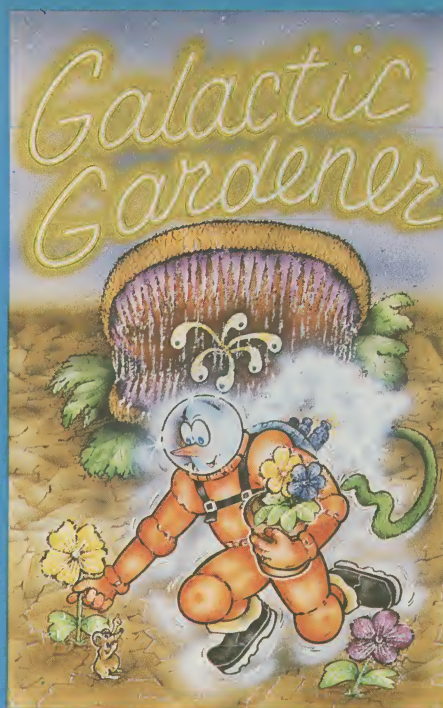
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Deep in the kitchen of one of the towns first class restaurants amongst the hustle and bustle, Little Thwifty Thwilly has just been selected from the aquarium as a customers main course . . . panic . . . sitting in the oven his first thought is survival and how to escape. As the oven is ignited and the flames start to rise he realises his only hope is to collect the dripping condensation from the pipe at the top of the oven and try to extinguish the flames. It's going to be tough, he must survive through ten different ovens and face added hazards such as the rotating spit, spinning food debris, oven foam and the restaurants pet dog, Fatty Schizo Henry, who by the way often enjoys a snack from the restaurants aquarium. Can you help him?

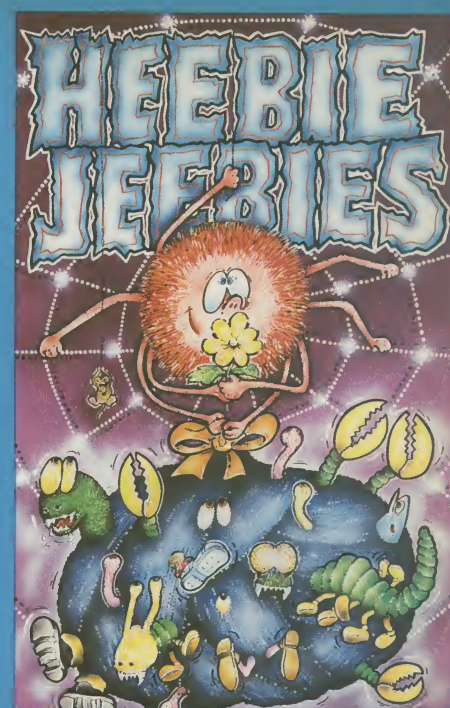
Available on the unexpanded VIC 20



Once you were the head gardener in charge of a group of ten power-flowers. These have been stolen and hidden in a set of caves, from which you must retrieve them. The flowers are protected by forcefields, gates, begonias and patrolling snap-dragons. Be careful as the flowers are poisonous and you must find a pot to put each flower in before you try to pick it up.

The beans in the cave are harmless and extra points will be achieved by picking them up along the way, but don't touch their stalks. If anything is touched other than a pot, beans, fuel dumps for re-fueling, sprays which can be used to stun the snap-dragons, or a plant if you have a spare pot, the result will be that you are teleported to the start of the game. It is possible for you to leave your transported back to your teleport. You begin the game with four teleport charges and an extra charge is gained for every flower collected.

Available on the Commodore 64



You play the roll of a spider in this extremely compelling game and you are faced with escaping from some very perilous situations.

You are trapped in a hole from which you must escape, but there are other insects in the hole which make your task more difficult, as contact with any of them will lead to instant death. However you are not totally defenceless you are capable of leaving a web trail which only snails can cross. By collecting the twigs that are littered around and storing them against the left hand side of the hole between the two stones a bridge will form and you will be able to climb out. But be careful — there are 15 hazardous situations to contend with — each one more difficult than the last.

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It's Fred's first day at his new job; guiding balloon men through the factory passages using fans to blow them to freedom. Easy? It looks that way until the balloon men come under seige from spinning knives, fireballs, spikes and explosives, Fred is starting to panic, can you help him.

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In the heart of hostile Indian Country, prospector Jake has discovered a fabulous fortune in gold, spread out in 24 rich fields. To claim these riches he has to fence off each mine. The Indians, alas, have other ideas, tearing down his fences and attacking him with arrows and tomahawks. Can Jake block the Indians with carefully placed sticks of dynamite and stake his claim to the fortune.

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Night falls over the city and at the local museum Herbert the curator is doing his rounds. As he approaches the Green Room containing the mysterious and fabulously valuable "Faces of Haarne", strange noises can be heard from within. Armed with his steel-rimmed "Odd-Job" hat, Herbert enters the room. You won't believe what he encounters!

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All has been quiet at the Trans-Cosmos outpost for the past 50 Intergalactic Standard Time Units. Suddenly, out of nowhere, appear hordes of alien marauders – 100 waves of them. This is it; the moment you've been waiting for, the chance to gain your stripes.

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With Christmas and new year holidays looming, many a gamer's thoughts are turning to "what can I play on my computer to relieve the tedium of Billy Smart's Circus, soppy films and the Paul Daniels Christmas Show?"

If that sounds like dullsville to you then relax — *C&VG* and Melbourne House have come up with a game that will keep you occupied and entertained throughout the twelve days of Christmas.

Merry Christmas runs on the Commodore 64 and is a gift at 95p. The animation is amongst the best that you will see on any game, with delightful moving pictures to illustrate some of the locations. It's one of the new breed of adventures from the company who brought you *The Hobbit*, *Sherlock* and *Zim Sala Bim*.

The game begins outside Santa's home in the North Pole. To the east is the toy factory where the elves are busily putting springs on jumping jacks, wheels

on toy cars and pretty clothes on dolls. Outside, the snow is falling and you can hear the blizzards blowing across the snowy wastes.

Call Santa, and Father Christmas emerges from his hut clad in

his red coat with fur-lined hood and big black boots.

But something is missing. Better call reindeer. Do this, and watch the reindeer scampering down the hill ready to pull Santa's sleigh.

If you succeed, a visual treat is in store as Santa flies away to distribute his toys.

Guaranteed to generate sighs and aahs from members of your family this Christmas.

To get your Christmas adventure game, fill in the form below and send it off with a cheque or postal order for 95p. Forms should reach us no later than November 31st. Please allow 28 days for delivery. Do not send cash through the post.

To: *C&VG*/Melbourne House Christmas Offer, Priory Court, 30-32 Farringdon Lane, LONDON EC1R 3AU.

Please send me.....tape(s) of *Merry Christmas* From Melbourne House.

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Merry Xmas

SANTA



MERRY XMAS SANTA

Hi-res full colour arcade action as Santa delivers presents on Xmas Eve...avoid hostile snow men, flying snowballs, slippery roofs, icicles etc. whilst devouring as much cake, pudding, and sherry as possible on the way - but be careful Santa doesn't get tipsy who knows what might happen SPECTRUM £5.95 ELECTRON £7.95 BBC...£7.95

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Commodore 64

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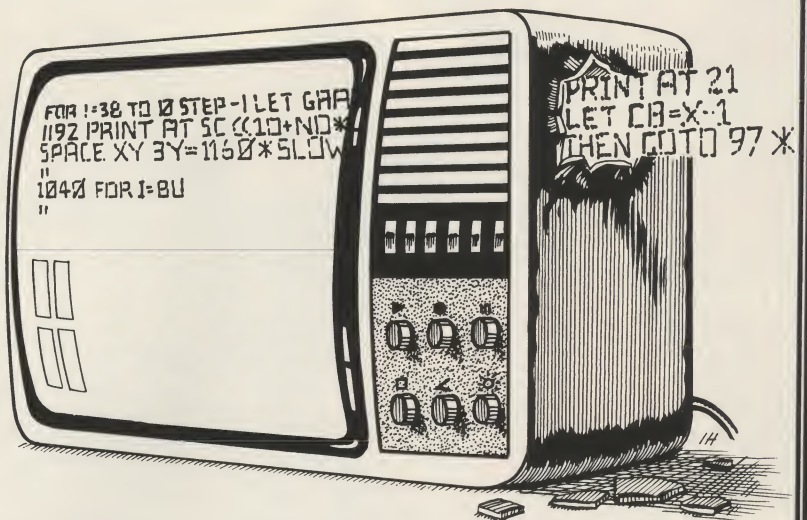
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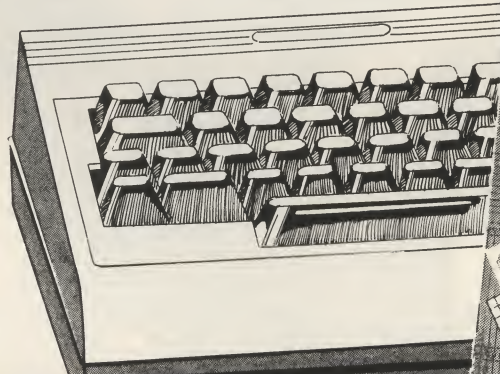
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COMMODORE
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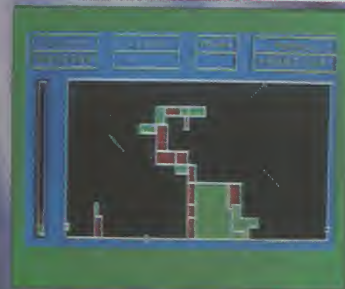
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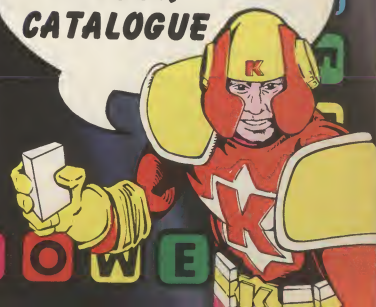
Deadly sub-atomic particles have escaped from the high security research lab. Trap the darting Leptons as they zip around the room. Speed is essential as the heat-seeking Chasers are forever on your trail.

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The ultimate development from

agf



Designed exclusively for the ZX Spectrum, Protocol 4 brings you game control customising in a way that no other interface does. It can accept all commercially standard joysticks, including the Quickshot II with 'rapid fire' or Trackball controllers, and is compatible with ALL Spectrum software. **OPERATES LIKE FIXED OPTION INTERFACES OR CAN BE FULLY HARDWARE PROGRAMMED**

The flexibility of Protocol 4 control is achieved by a specially designed 'CustomCard' system. CustomCards are easily programmed to suit all types of games.

Simply clip in a programmed card for immediate customised control. With preset cards supplied Protocol 4 can emulate the following control standards: AGF/Protek, Kempston and ZX Interface 2 — both players. You can change or reprogram blank cards (1 supplied) to get the responses you want — even on games without joystick options.

Utilising Hardware Programmed technology you have the benefit of automatic eight direction control, no power-down programming loss, guaranteed conflict-free operation with other peripherals, including microdrives, and no extra software to load or awkward joystick movements and key presses to make each

time you load another game. The keyboard remains fully operative at all times.

It is also perfectly possible to connect up to five Protocol 4's on one Spectrum, each programmed separately, for multiple player control — only possible with the hardware programmed design.

Incorporated into the design is a computer Reset button for clearing the computer memory between games without pulling the power plug out.

Fully guaranteed for 18 months, Protocol 4 comes supplied with five CustomCards, ten Quick Reference Programming Cards and complete instructions.

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PROGRAMMABLE
INTERFACE

ROMSLOT
INTERFACE II



QUICKSHOT
II

QUICKSHOT

PROGRAMMABLE INTERFACE

As the first fully hardware programmed joystick interface, this product has become well established over the past year and will accept ALL standard joysticks or trackballs, including Quickshot II with 'rapid fire', for use with ALL Spectrum or ZX81 software — not just those with a joystick option.

- * No Software programming required.
- * Programming is *not* lost when power is disconnected between games.
- * Eight way movement — with or without the fire button pressed — only requires setting of the four normal directions.
- * Compatibility is guaranteed with ALL key reading techniques — machine code or BASIC.

* Several interfaces can be separately programmed and fitted to one computer for multiple player games.

Keyboard operation is totally unaffected by this interface, as with all AGF add-ons, and will never conflict with any other device fitted at the same time.

Twelve months guarantee, key programming information and a pack of Quick Reference Cards, to speed up setting of the clips, are supplied with full instructions.

INTERFACE II

The AGF Interface II represents the best low cost introduction to joystick control.

The 'AGF' control standard is now offered by over 100 games or utility programs for use with any joystick or trackball.

Any game which is controlled by the cursor movement keys (5,6,7,8) or has a Protek option is also compatible with Interface II.

A rear connector allows other peripherals to be connected at the same time.

This product is available for either the Spectrum or ZX81, is supplied with full instructions, a 12 month guarantee, and a 12½% discount voucher against further AGF mail-order purchases.

ROMSLOT

The new AGF RomSlot is designed for anyone who already owns a programmable joystick interface, or prefers to use the keyboard to control games, and would like to add the facility of ROM cartridge software to their system.

RomSlot will accept the Sinclair range of instant loading games and will also be compatible with the new releases from Parker Software — exciting new games only to be available in ROM format.

This system allows instant play. Your computer memory size is not important and you will be able to play games that could ordinarily require more RAM.

RomSlot incorporates an extra feature called 'Restart'. This allows you to instantly *restart* the ROM game.

RomSlot is guaranteed for 12 months and has a full width expansion connector to accept joystick interfaces, speech units and printers etc.

QUICKSHOT

The Quickshot joystick is an excellent value game controller incorporating suction cups for sure-footed precision with a comfortably contoured handle offering a convenient top firing button as well as one on the base.

QUICKSHOT II

Quickshot II has improved styling with a trigger type firing button as well as the top firing action, with a broader base for greater suction stability.

It also has a unique 'Auto-Fire' facility which at the flick of a switch provides a constant rapid firing action simulating a fast trigger finger.

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Games show no mercy.

Acornsoft have now unleashed eight more merciless games onto unsuspecting BBC micro owners.

Ranging from 'Gateway to Karos,' where putting a foot wrong could mean instant death. To the relentless antics of Drogna which could have you dying with laughter.

Gateway to Karos.

An adventure game in which you'll need all your patience and ingenuity just to stay alive. Your objective is to find the Talisman of Khoronz but, whichever path you choose, you'll be beset by treachery. Serpents lie in wait and magical phenomena are in abundance. Should you find the Talisman, you've still to find your way back.

Kingdom of Hamil.

As the rightful heir to the Kingdom of Hamil, you are in the unusual position of having to prove your claim to the throne. Evil people are trying to prevent you accomplishing your task by any means. An adventure game fraught with many dangers, puzzles and problems.

Tetrapod.

You're in an arena littered with dormant lizards, killer bees and other hostile creatures with whom you'll have to do battle to survive. But beware of your own laser bullets, as they bounce off the arena walls.

Drogna.

A game for two people – preferably with devious minds. There are two vaults containing diamonds and your job is to collect and transfer them to your home base. While your opponent is out collecting you could sneak in and steal his loot... but keep an eye out for him doing the same to you.

Crazy Tracer.

An arcade style game where you're in charge of a paint roller. Guide your roller around a maze of rectangles while evading monsters who are committed to destroying it. Gain extra rollers and bonus points by painting different objects. But you'll have to avoid running out of paint.

Volcano.

Mount Crona has erupted after 150 years of silence. And your mission as an Emergency Rescue Helicopter Pilot is to save sightseers stranded on the slopes. Time is of the essence as the lava approaches the sightseers. But you'll have to take time to evade – or shoot – the boulders being hurled from the volcano.

Carousel.

A re-creation of the fairground shooting gallery – with a difference. Shoot down all the ducks, owls and rabbits before you run out of ammunition. Watch out for the low-flying ducks. If you fail to shoot these, they'll steal your bullets and reduce your chances of success.

Meteor Mission.

On an alien planet are six stranded astronauts. Launch your capsule from the Mothership and by avoiding – or shooting – meteors and alien craft, pick up the astronauts one at a time and return them to the Mothership.

All games – with the exception of Gateway to Karos which is currently only available on cassette – can be bought direct in either cassette or disc form. You will find all these programs at your local Acorn stockist. To find out where they are simply call 01-200 0200. Credit card holders, phone 01-200 0200, anytime. Or 0933 79300, during office hours.

Alternatively, you can order the games by sending off the coupon below to: Acornsoft, c/o Vector Marketing, Denington Estate, Wellingborough, Northants NN8 2RL. Please allow 28 days for delivery.

To: Acornsoft, c/o Vector Marketing, Denington Estate, Wellingborough, Northants NN8 2RL.

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Kingdom of Hamil		
Tetrapod		
Drogna		
Crazy Tracer		
Volcano		
Carousel		
Meteor Mission		
TOTAL		

Price Cassette: £9.95; Disc: £11.50

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```

5 POKE36879,10
30 POKE36869,255
33 PRINTCHR$(147):FORI=7168TO7679:POKEI,
PEEK(I+25600):NEXT
40 FORI=7432TO7495:READV:POKEI,V:NEXT
50 LI=3:D=110:SC=0:POKE36879,15
53 H=7942:R=7803:N=0
54 PRINT"U":A=8099:G1=8117:G2=7990:G3=78
97
55 PRINT"#####"
60 PRINT"#####"
70 PRINT"#####"
80 PRINT"#####"
90 L1=8030:FORX=1TO4
100 POKE1,8:L1=L1+22:NEXTX
110 L2=7901:FORX=1TO4
120 POKE2,8:L2=L2+22:NEXTX
130 L3=7810:FORX=1TO4
140 POKE3,8:L3=L3+22:NEXTX
200 POKEG1+1,32:POKEG2-1,32:POKEG3+1,32:
POKEH+1,32:POKEH+22+1,32:POKER+1,32
205 POKE1,8:POKE2,6:POKE3,8
206 POKE7769,40:POKE7747,39
210 POKEA,34:POKEG1,36:POKEG2,36:POKEG3,
36:POKEH,37:POKEH+22,38:POKER,35
215 IFPEEK(A)=36THENGOTO2000
220 G=PEEK(197):IFG=37ORG=29ORG=26ORG=34
THENPOKEA,160
230 IFG=29THENA=A-1:POKE36876,200
240 IFG=37THENA=A+1:POKE36876,200
250 IFG=26THENA=A-22:POKEA+22,32:POKEA,2
4:A=A-1:POKEA+1,32:GOSUB750
250 IFG=34THENA=A-22:POKEA+22,32:POKEA,3
4:A=A+1:POKEA-1,32:GOSUB700
255 IFPEEK(A)=36THENGOTO2000
267 POKE36876,0

```

```

276 G1=G1-1
273 G2=G2+1
277 G3=G3-1
278 H=H-1
279 R=R-1
280 IFG1<8099THENPOKE8099,32:POKE8099,32
:G1=8117
290 IFG2>8008THENPOKE8008,32:POKE8008,32
:G2=7990
300 IFG3<7879THENPOKE7879,32:POKE7879,32
:G3=7897
304 IFPEEK(A)=8THEN900
305 IFH<7925THENPOKE7925,32:POKE7947,160
:H=7942
310 IFR<7798THENPOKE7798,32:POKE7757,32:
R=7803
330 IFA=8187ORA=7599ORA=7598ORA=7597ORA=
7587ORA=7775ORA=7782ORA=7781THENGOTO2000
340 IFA=7770THENS=SC+1000:GOTO2050
400 FORI=1TOD:NEXT:GOTO2000
700 POKEA,34:A=A+1:POKEA-1,32:POKEA,34
710 G1=G1-1:G2=G2+1:G3=G3-1:POKEG1+1,32:
POKEG2-1,32:POKEG3+1,32
715 FORI=7TO10:POKE36876,200:NEXT:POKE36
876,0
720 A=A+22:POKEA-22,160:POKEA,34:POKE368
76,200
725 POKEG1,36:POKEG2,36:POKEG3,36:POKE36
876,0
727 IFPEEK(A)=36THENGOTO2000
730 POKEG1,32:POKEG2,32:POKEG3,32:RETURN
750 POKEA,34:A=A-1:POKEA+1,32:POKEA,34:I
FA=H+44THENGOTO700
760 G1=G1-1:G2=G2+1:G3=G3-1:POKEG1+1,32:
POKEG2-1,32:POKEG3+1,32
765 FORZ=1TO10:POKE36875,200:NEXT:POKE36
875,0
770 A=A+22:POKEA-22,32:POKEA,34:IFA=R-22
THEN950
775 POKEG1,36:POKEG2,36:POKEG3,36
776 IFPEEK(A)=36THENGOTO2000

```

Illustration: Ivan Allen.

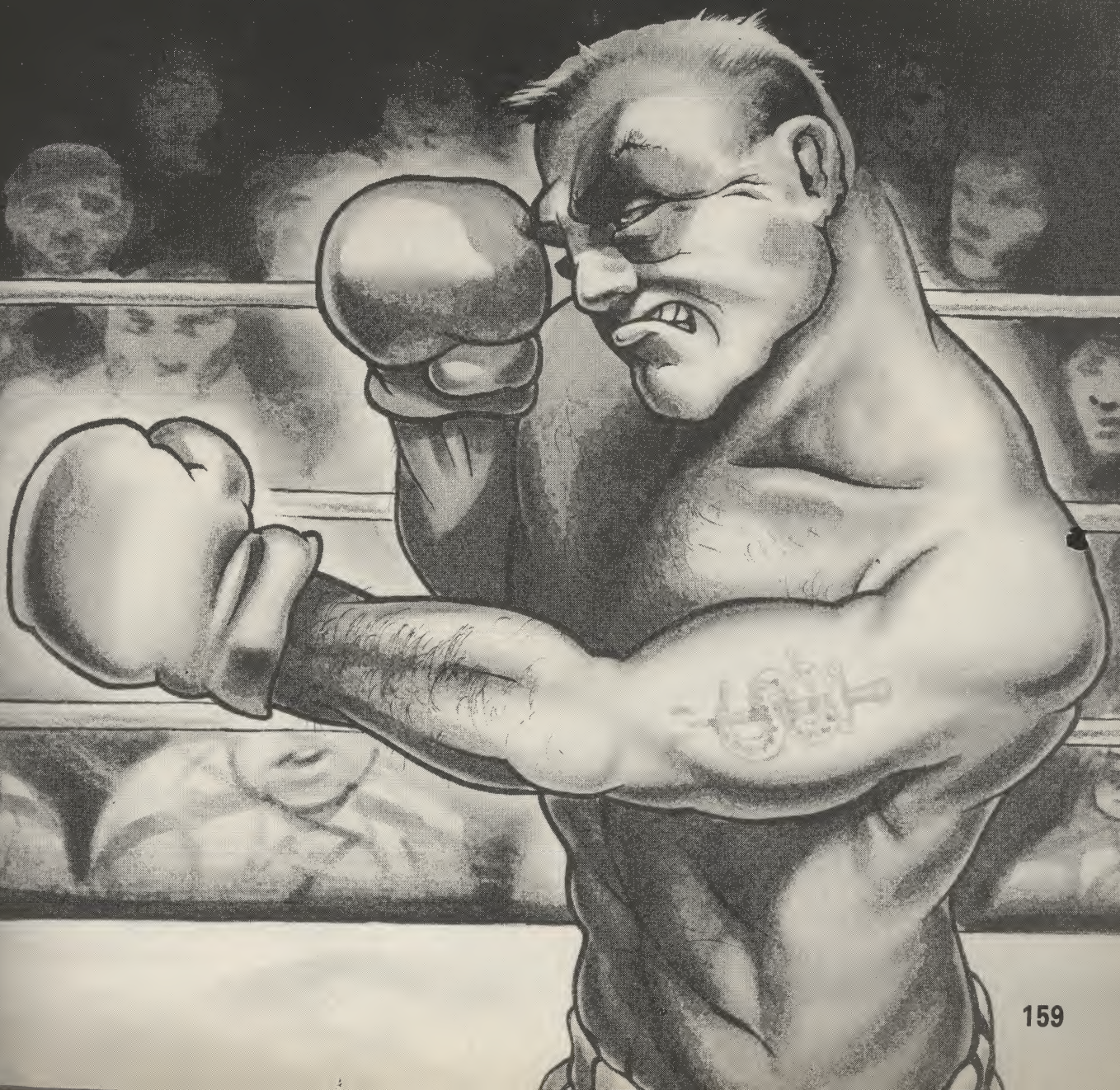


BOXER

RUNS ON A COMMODORE 64

Fancy yourself as Frank Bruno? Reckon you could go a few rounds with Bonecrusher Smith? Well, get stuck into this program and you could soon be slugging it out with the best of them. Work your way up through the contenders to become the world champ! Jason has included all the instructions you need in the program. There are 10 opponents to beat — each a bit tougher than the first — and Jason has come up with some really neat graphics you are bound to enjoy. Are you slick enough to score a K.O.? Find out!

BY JASON ROBINSON



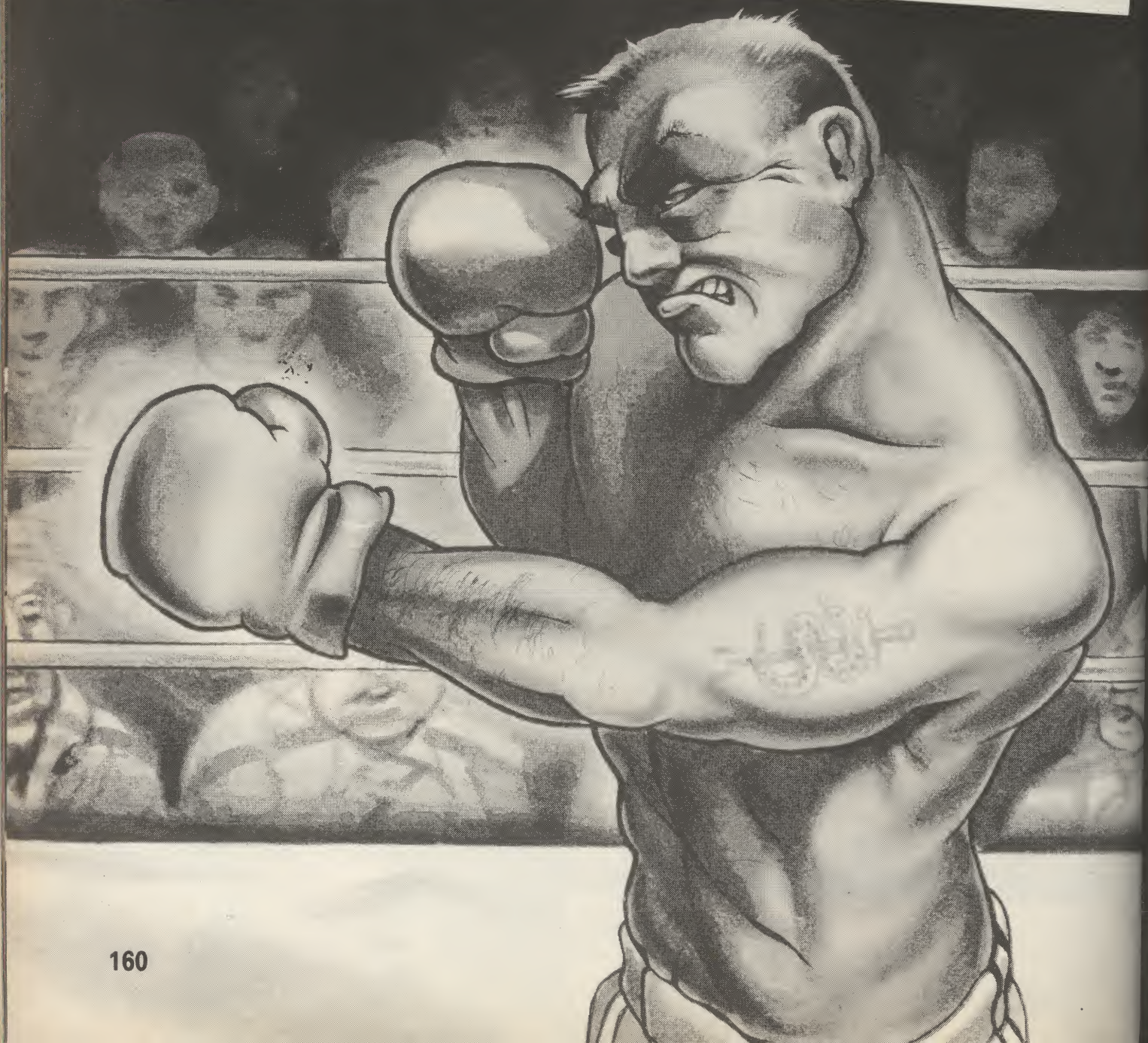

```

778 POKEG1,32:POKEG2,32:POKEG3,32:RETURN
780 FORX=1T05:A=A-1:H=H-1:POKEA+1,160:PO
KEA,34:POKE36876,210
785 POKEH,37:POKEH+22,38
790 POKEH,32:POKEH+22,32:POKEH+1,32:POKE
H+23,32:POKE36876,0:NEXTX
795 A=A+22:POKEA-22,160:GOTO200
800 FORX=1T05
805 POKEA,34:POKE36874,200
810 A=A-22:POKEA+22,0:POKE36874,0:NEXTX
820 SC=SC+100
830 GOTO200
850 FORX=1T06
860 R=R-1:A=A-1:POKEA+1,32:POKER+1,32:PO
KER-1,32:POKE36875,230
870 POKEA,34:POKER,35:POKE36875,0:NEXTX
GOTO200
1000 DATA223,223,223,0,253,253,253,0,61
50,24,126,189,24,36,231
2010 DATA0,255,255,85,85,85,255,255,24,6
2,90,90,126,126,255,170
1020 DATA15,6,2,2,2,2,2,7,5,130,71,102
,126,62,28
1030 DATA0,0,0,0,0,0,60,66,129,90,126,22
7,239,235,90,60
2000 FORT=1T08:POKE36874,170:POKE36879,4
0

```

```

2810 POKE36874,0:POKE36879,10
2820 NEXTT
2830 LI=LI-1
2835 IFLI=0THEN3000
2840 GOT053
2850 FORT=1T08:POKE36879,124:POKE36875,2
10:M=M+1
2860 POKE36879,10:POKE36875,0:A=A+1
2870 NEXTT
2880 D=D-20
2885 IFD<0THEND=0
2890 GOT053
3000 PRINT"C":PRINT"XXXXXXXXXXXXXXXXXXXX# GHQ
ETV #";
3010 PRINT"XXXXXXXXXXSCORE :";SC
3020 PRINT"XXXXXXXXXXPLAY AGAIN Y OR N"
3030 GET A$:IFA$="Y"THENGOT050
3040 IFA$="N"THENPOKE36869,240:PRINT"C":
END
3050 POKE36878,0:GOT03000
```



SPACE ACE 2101



"I travelled space till stardate 2209 and 93 days, collected my TRACTOR BEAM, LAZER BOOSTER, EXTRA SHIELDS, FUEL UNITS, PASSENGERS, 99 DAY VIROCONTROL, 1 YEAR FOOD SUPPLY... AND finally left for Zegnah with the Zadron bomb. I had earned and spent a total of \$67,000.00 before leaving for the outer limits of the Mhiyken Solar System".



Journey to the other worlds, in this combination arcade strategy game, which could take months to complete. Using the save game and load game feature you can store your game and all your purchases until you return to continue.



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Merton the maintenance man is set for yet another routine night in charge of the toy factory. But something has gone terribly, terribly wrong.

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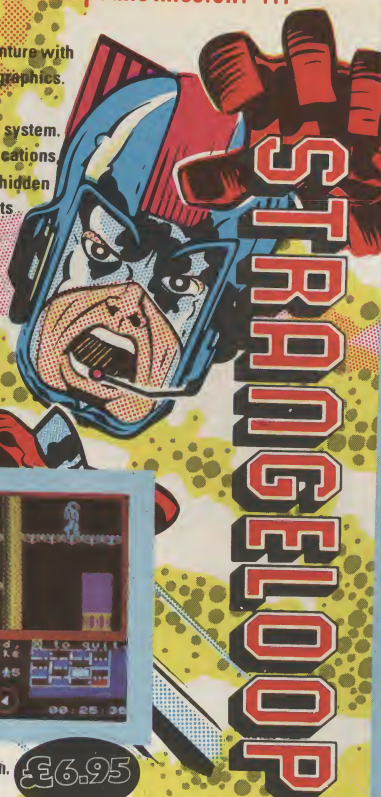
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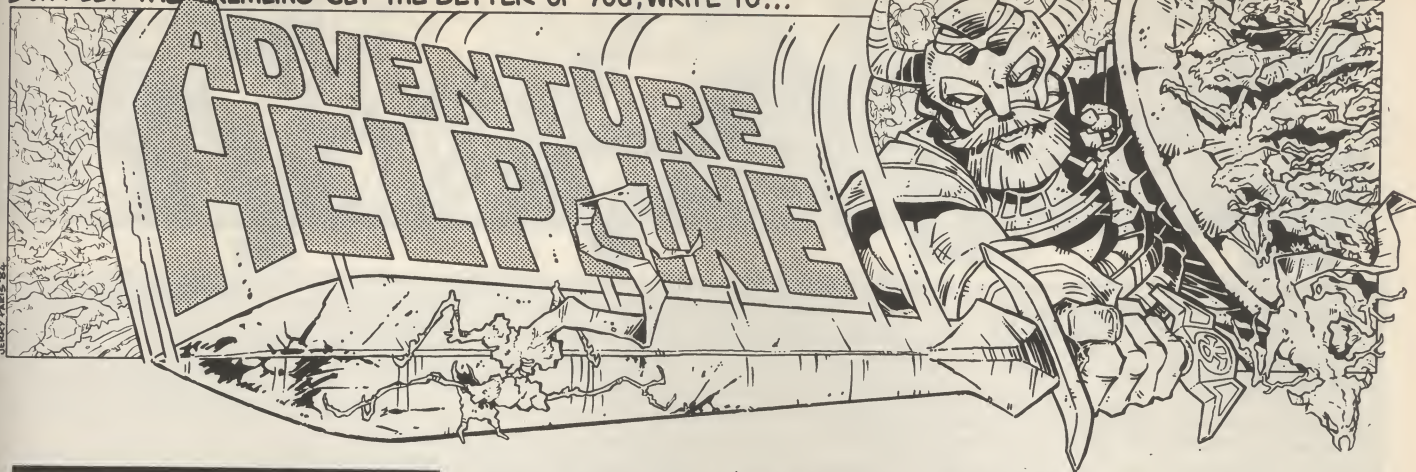
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DON'T LET THE GREMLINS GET THE BETTER OF YOU, WRITE TO...



LIVE FROM OLYMPIA

What a fantastic time the Helpline team had at the PCW show in September! Simon Marsh, Paul Coppins and myself arrived at Stand 1203 just before the show opened, and were on hand until it closed five days later.

Goodness knows how many tips and clues we dispensed between us during that time! Some came straight off the top of our heads, some from hint sheets and some from our Helpline Database, which we had running simultaneously on two TRS-80 Model 4 computers. One of these was connected to a printer, so we were able to dispense hard copies direct from the database to those adventurers who needed more hints than they could carry home in their heads. Our sincere apologies to those few people we were unable to help — we hope to fill the gaps in our knowledge very soon!

Many visitors to the stand were fascinated to see our database in action and some actually got "hands on" experience of it themselves!

Among those who dropped in on us was Jon Briggs of Radio 4's *Chip Shop* who made a live broadcast, direct from the Adventure Helpline, during Saturday afternoon's show. To help us explain why the Helpline existed and how the database worked, we were joined by Seth Kleinman of Bayswater, a *C&VG* reader who walked on to the stand before the program started. Seth had a *Hobbit* problem, (yes — THAT *Hobbit* problem!) and after getting his tip, he explained to Jon Briggs how infuriating an Adventure could be when the player was really stuck.

Another famous visitor to the stand was Scott Adams, who caught Paul and Simon challenging the wiles of *Claymorgue Castle* on one of the Model 4's, during a rare quiet spell. They were trying to shift the dragon, but with little success, much to Scott's amusement. I suggested to Paul that there was a definite clue in my review of the game and Scott

smiled, nodding in agreement. "Go on Paul, move the Dragon!" he insisted, "I'm not leaving until you move it!"

Slowly, a light dawned, and Paul's mouth fell open, "You wouldn't do a sneaky think like that, surely?" he complained. "I certainly would!" chuckled Scott, "and what's more, it's one of my favourites!"

Brian Howarth was another caller and I suggested we retired to the bar for a chat (any excuse for a pint!). He discussed the sad demise of Digital Fantasia, then very recent news. Brian was philosophical about it. "That's life, I suppose," he said. The much awaited *Midwinter*, although playable, was still not quite finished, because of Brian's recent problems. "It will appear soon," he promised. Channel 8 will be distributing it in all versions, as they will those versions of his other games that were originally published by DF. So, happily, we will not be seeing the end of the famous Mysterious Adventure series.

Brian, who has been responsible for the Spectrum and BBC conversions of the Scott Adams series, is now working with Adventure International on further conversions. He and Scott could often be seen on the AI stand, deeply engrossed in the results of Brian's Spectrum version of *Claymorgue Castle*. After *Voodoo Castle*, Mike Woodroffe of AI (UK) predicts the February release of a "real humdinger" — the two *Savage Islands* in one package, with two more new Marvel games (*The Fantastic Four*) shortly after.

Just over the way from Stand 1203 was Melbourne House, the temporary resident of Philip Mitchell, the man mainly responsible for *The Hobbit* and *Sherlock*. After a well-deserved break in Europe, he will be heading back down under and suspects his next project could well be *Lord of the Rings*. More about Philip in the next issue.

A persistent but very welcome to our stand was Margaret Austin. Was she after tips on *Snowball*, we wondered? No — but we think that the whole of Level 9 now have enough *C&VG* Champs tee-shirts to

last a lifetime! Mike popped in to offer me a preview of *Return to Eden*, on the Level 9 Stand. Pete took me through part of the games and, although it was a brief introduction, I got the impression that here was a game that played uncannily like a real book. Review later!

I would like to pay tribute to Paul and Simon, without whose magnificent support and constant friendly good humour, I doubt if I would have survived the five days.

LOONY TIME!

John Yeates, the unstoppable Adventurer with the bent brain, disappointed me during the summer! Holidaying in Guernsey, my family decided to take me on a day trip to Jersey. They forced me, screaming, aboard the hydrofoil. "No — not any nearer to HIM!" I cried, "St Peter Port is dangerously close as it is!"

These hydrofoils certainly move and far too soon I was just a few miles away from where I ran the danger of being converted into a raving lunatic. Like a zombie, I headed for a phone and rang him. Imagine my relief, when his grandmother answered and informed me he was out for the whole day! But being an Adventurer, I was only too aware that I might unknowingly bump into him in St Helier, and I didn't stop trembling until the jagged rocks along the Jersey coast faded from view.

Once safely back in my hotel in St Peter Port, I felt brave enough to ring him again to say how DISAPPOINTED I was to have missed seeing him. He seemed fairly unconcerned, being more pre-occupied with his current project — the creation of a new world-shattering Adventure trilogy — *ZARK 1*, *ZARK 2* and *ZARK 3*.

"You're not really as mad as you make out, are you?" I asked.

"Oh yes! At least as mad as that!" he replied modestly and added "Anyway, don't worry, I hope to be visiting the mainland next summer!"

If I can find out when, it will definitely be the Channel Isles again for me next year — the same week!

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MYSTERIOUS NEWS!

The Vic versions of the Mysterious Adventure series by Brian Howarth, which I recently reported to be available, have not yet surfaced, due to Brian's problems with Digital Fantasia. However, Brian promises that he hasn't dropped the idea and soon hopes to be working on the conversions.

In the meantime, his fans will be pleased to hear that he has written a brand new adventure for Adventure International, due for release this side of Christmas. *Through the Enchanted Mirror* is a game in which the player can explore parallel worlds full of mysterious undertones of the supernatural.

Also promised by AI before Christmas are two multi-player D&D type games, with animated monsters which are different each time played. The computer acts as the dungeon master and a manual will provide the game details. Brian Howarth has had a hand in these, along with "fighting fantasy" Steve Jackson.

THE FINAL KET

The *Mountains of Ket* trilogy is completed with the arrival of *The Final Mission*. The game has a nice feel to it, like its predecessors. The screen is tidily arranged with the location details outlined in a box and shows the current percentage score. Watching this gradually increase is an incentive to continue, for points are awarded with a fair degree of generosity.

The Adventure starts out with the player trapped one side of a door, where he must use his wits and a chair to get him into the main part of the game. I was somewhat amused to find I could not stand on the chair while I was carrying it, but nevertheless could carry it whilst I was standing on it! However, this little quirk in no way spoils the game.

A video recorder is the prize for the first person to successfully complete the trilogy — a modest prize to be sure, in times when large piles of ready cash are being offered for some games. But this is reassuring, for the scale of the prize, coupled with my own impressions of the games, suggests that it will not be too

long before it is claimed, unlike a certain sundial I could mention.

The problems in *Final Mission* are not mind-boggling, but the game is enjoyable to play. Once the prize has gone, the trilogy will have to stand on its own merit for further sales, and I think it will succeed.

What bothers me, though, is the promised award of Britain's Best Adventurer to the winner. The title offered suggests something official which it isn't. Whilst I like the trilogy, I don't think that completing it would prove too much about one's Adventuring ability. A game like *Zork* is needed for that.

The Final Mission is from Incentive Software for 48k Spectrum, priced £5.50.

ADVENTURE CHAT

"I've done it. After a mere three months, 3,000 cups of tea, 17 TV sets and 76 visits to my psycho-analyst, *Savage Island Part 2* bit the dust!



GETTING TO THE TOP

The object of *Hampstead* is to climb to the top of the social ladder. One must attain Hampstead, not merely go there, for in this Adventure, Hampstead is a state, representing the epitome of success.

To reach this pinnacle, of course, it is necessary to lie, cheat and defraud, as in real life. But beware, money isn't the only thing — one must be seen to be doing the right things. It is no good, for example, being a Sun reader, if you hope to become a Hampstead Man!

I had a horrible feeling that here was an Adventure in which I would totally fail, never having been known for my diplomacy and tact, not to put too fine a point on it! I mean — would I be writing for *C&VG* if I had attained *Hampstead*? Of course not. I wouldn't even be reading it, let alone wearing the T-shirt!

There's plenty of humour in *Hampstead* and it's my type, ie rather

However the unprecedented joy of finishing the game was somewhat subdued by the message:

ULK£\$+5(VA×£%DBIHO;7E8 / MP4J1TQEF%GW6C?Y,Z = &R*-N2)9.

I would be grateful if you could offer advice. Yours triumphantly," writes Vincent Fisher of Watford. You haven't been feeding SI2 with saved Hobbit data, have you Vincent?

"Do you think we could possibly have less about *The Hobbit*?" asks Nick Clark from Southend. "Whilst it is a good Adventure, so much has been written about it and, considering the number of bugs in my BBC version, I have frankly had enough. Some of the bugs are so bad that they will crash the program without the user doing anything wrong."

A hint about *Ultima 2* comes from Jonathan Day of Stockport. The book *The Sky at Night* may have the answer to the problem on *Ultima 2*. "Try looking at page 91 for two other planets," he suggests. "Also, surely you know the earth's moon is so large it is a planet in its own right?"

Guy Wilkinson of Stansted has some harsh words to say about the Quill. The Quill, he claims, must take all the fun out of Adventure writing (eg banging your head against a wall after failing for the nth time to implement a brilliant puzzle in the game!). "Will this mean still more poor

sick — a cracked washbasin containing the remains of last night's Vindaloo and Chips, and an old banana and cod sandwich which, when eaten, caused the computer to reply "UGH! No ketchup!"

Hampstead, says the accompanying booklet, was developed using the Quill. That implies it is not an actual Quill program. Nevertheless, it has all the hallmarks of one.

The booklet is quite hilarious in its own right and I particularly liked the narrative under a photo of some news cottages describing them as "violently twee". The credits say that the authors run a private college, teaching deportment, conversation and art appreciation. Don't believe a word of it! But the thick wad of £5 notes mentioned just might come true for them!

Hampstead is for the 48K Spectrum, from Melbourne House, priced £9.95.



games? Anyone now, it seems, can type in a few locations, add a dragon, an axe and a lamp and sell copies for about £10 a time, laughing all the way to the bank!"

Who's going round and round in circles, from field to fuzzy area and back, getting nowhere, then? Great Hulks of letters have been arriving on the subject of fields, a certain underground room and ANTS! *Hulk* has certainly produced more than his fair share of letters and all sorts of people are getting stuck! Wax, ants and astral projections are baffling many a player — not to mention scratch marks! Quite a Nightmare! Now there's a thought . . .

Steven Dix writes to warn people of Microdeal's *Mansion House* which, he says, is awful and not worth the trouble playing. You can open a safe twice, says Steven, and have the same objects fall out onto the floor twice — even though you have picked them up! He refuses to look at the listing in case it damages his programming style!

James Bibby who writes once again, as he puts it, to our "illustrious organ" (is out August Journal turning into an oversized piano?), reckons his correspondence is becoming so regular that his pet dog is becoming jealous! However, James has at last found two adventures to keep him happy — *Castle of Piddles* and *The Pen and The Bark*. You're not taking the castle out of my game, James, I hope?! James signs off with this thought: if you came across a very small German guard whilst playing Colditz, would he be described as a Stalagmite?

NOW PLAY THE PLAY!

Shakespeare has finally caught up with the micro, in the form of *Macbeth*.

To play *Macbeth*, you will need to be familiar with the play, or to have the pocket edition supplied with the game with you, and preferably both. The game requires an understanding of the play and the use of Shakesperian words as commands in the Adventure.

Do not despair — I am no great classics student, but still performed passably in the Adventure! If you type HELP, the chances are you will be referred to a passage in the play

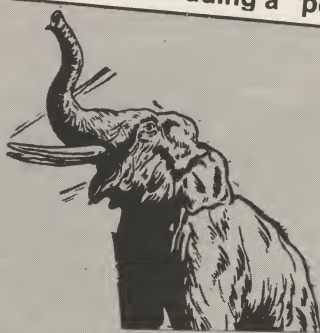
ADVENTURE 1984

Throughout the past year, I, together with the able assistance of Paul Coppins and Simon Marsh, have brought you reviews of many Adventure games. Some have given us indescribable pleasure and excitement, others we have found average and a few we couldn't stand!

Reviewing an Adventure game is rather like reviewing a book. Sometimes an excellent publication just does not suit the taste of the reviewer! In the New Year, by popular request, we will be introducing a rating system, including a "personal" factor. With all our reviews "named", you will soon get to know how our personal likes and dislikes tally with yours.

And to authors and publishers, whether we have praised or slated your games, thank you for trying, at least, to bring enjoyment to us and to our fellow adventurers! Keep sending the review copies!

My Christmas greetings to all concerned with Adventure, everywhere. Whether you are player, reader, author, or publisher, may you have a very Merry Christmas and a Dragon-slaying New Year!



and thus it was, when I came upon the immovable Macdonwald, in order to pass him, I had to UNSEAM MACDONWALD FROM NAVE TO CHOP. This, of course, I did with relish.

Macbeth comes in four parts. You play the part of Lady Macbeth in one and Macbeth himself in others. Two parts have graphics and are not only very artistically drawn, but reflect the current state of play. Thus, a trapdoor will be shown as closed or open and should you "fix Macdonwald's head upon the battlements", there you will see it — dripping with blood! Never eaten Mekilwort Pie? Now's your chance to find out what it does for you — and see the size of slice you took which goes missing in the picture!

If you happen to get killed, then you may be given a second chance by answering some fairly probing questions about the play. So here is a novel way of really getting to know your Macbeth. If it should happen to be your set paper for an exam, then by the time you've worked your way through this game, your knowledge should be very thorough — and gained in a unique way!

On the other hand, it may not be quite your cup of tea. It wasn't mine.

Macbeth is for the Commodore 64 from Creative Sparks and costs £14.95.

A CHRISTMAS ADVENTURE!

A title that can do nothing but act as a magnet for parents with fairly young children at this time of year is *Peter Pan*.

Peter Pan is one of the ever growing list of Adventure games based on popular fiction and the book is included with the software. In fact, the J.M. Barrie royalty from the sales is bequeathed to the Great Ormond Street hospital for sick children — a fact that in itself might commend the package to a prospective purchaser.

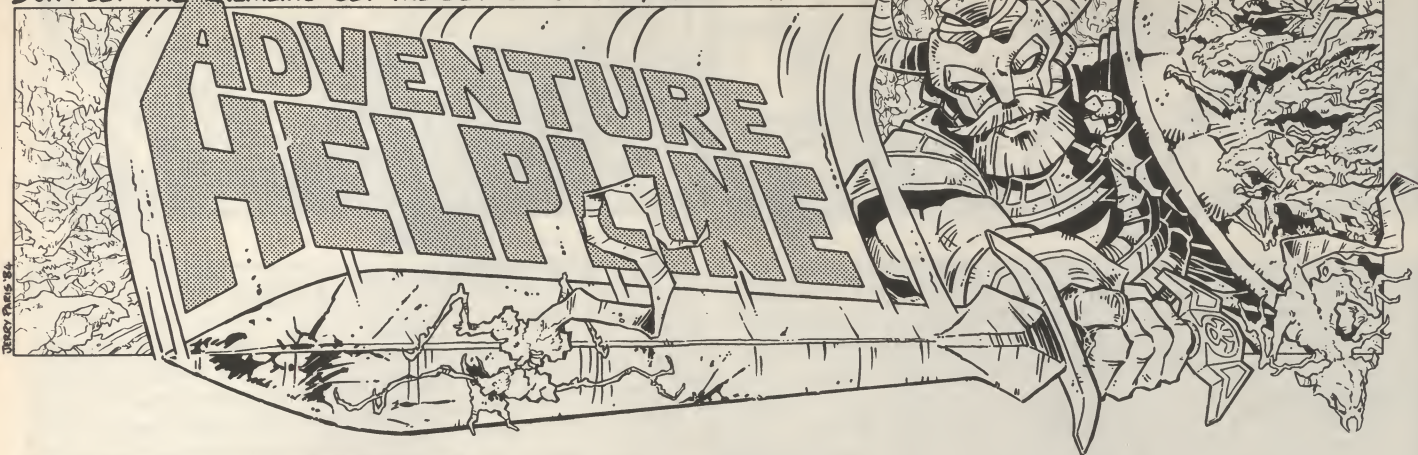
The player has to follow the story fairly closely. Events commence in the Darling children's bedroom after the goodnight story. You, Peter, fly in with Tinker Bell. To fly away to Neverland, you must have Fairy Dust and be complete with shadow attached. Of course, this is one of the Adventure problems.

My verdict is — if you are parents with children in the 5 to 8 age range, read them the book and then play the game to them. Let them join in, even. You will get a break for beer and ciggies every now and again, whilst you are in flight, for example!

Serious dragon-bashers though — steer clear! This is NOT for you!

Peter Pan is for the 48K Spectrum, from Hodder and Stoughton.

DON'T LET THE GREMLINS GET THE BETTER OF YOU, WRITE TO...



THEY STILL KEEP COMING

David Radisic wrote from Basildon to help Jonathan Day in his search for *Zork* on a PDP-11. Softsel, he says, are Infocom's English distributors, on 01-844 2040. If they can't help, then it is possible to order direct from the US. But David adds a warning that he wrote eight times to Infocom in the US, following an unfulfilled order, and it was only with help from Rita Rivard of *80-Micro* magazine that he managed to get a response. So he suggests sending any such mail to other countries registered — and keeping a photocopy of everything.

I called in on Softsel's stand at the PCW Show and discovered that they supply the trade only, but will happily advise callers on the nearest stockist of any particular item of Infocom Software and, if necessary, order it.

"I would like to warn anyone thinking of buying the *Fabulous Wanda* not to," says Dave Coverley — a well experienced Adventurer whose pleas reached me before even the *HelpLine* officially started! "The arcade action is pathetic," he adds in disgust.

Hugo Hackenbush writes from Killyleagh to complain about *The Code*. On receiving the game after difficulty in getting his order fulfilled, he has never been so disappointed in his life! The locations lack exits, some exits don't connect so a map is pointless and he is reduced to taking, dropping and defusing, he says. So it wasn't just me — thank goodness for that!

Geoffrey Davis of Bridgewater in Somerset writes "In your reply to my problem, you suggested I take Dr Strange's advice. This, I am sure, is very useful, but I have yet to find Dr Strange!" This illustrates the difficulty of helping people without giving too much of the game away. It is just as easy to give too little of the game away! For example, I replied helpfully to Jim Jennett's *Hulk* problem, only to receive the following message written in green ink: GRRR!

KEITH TELL HULK *** EGG BUT WHEN HULK GET THERE, GAS TURN HULK TO BRUCE AND THEN EGG BANG! KEITH SAY ANTS HELP HULK. BY KILLING HULK LIKE ALWAYS DO? KEITH SAY HULK LIFT RING! KEITH THINK HULK STUPID? HULK TRY MANY TIMES, BUT GAS COMES!

Jonathan Brough writes from Seaton to express his disappointment at my having mentioned the "other" *Ghost Town* from Virgin games, which he thinks is an "intriguing graphical adventure", only twice. As much as that, Jonathan? I make it only once and then it was to say how awful it was. It just goes to show how easy it is to confuse people and sell copies if you pinch the name of a well-known quality game, ie Scott's *Ghost Town*. Sorry to disagree with you, Jonathan, but I put it in the worst 10 Adventures I have ever played!

Do you realise that the plot of *Circus* is similar to Ray Bradbury's *Something Wicked This Way Comes*, asks Steve Dix of Rugeley. "Perhaps I should write to Ray and ask him how to open the maintenance wagon!" jokes Steve. Well, Steve, I mentioned your observations to Brian Howarth and discovered that any similarity is purely coincidence, since Brian has not read the book.

Ross Campbell of Wokingham points out that a review of a game on one micro does not necessarily hold true for the same game in a version on a different micro. In particular, says Ross, *Twin Kingdom Valley* seems a lot better on the Commodore 64 than the BBC. True, Ross, and we try to remember to mention on which computer we've played for the review. But I must add, Ross, that when TKV was reviewed, it was only available for the BBC.

Bev has come up trumps again in reply to my plea for Russell Martin. I can't understand a word she says, Russell, but no doubt you and many others will — look for the upside down *Kingdom of Hamil* clue! And thanks once again, Bev!

Which reminds me — you certainly started something, Beverley! They're all on the earhole for a tee-shirt since

your "Am I really rather clever" letter! Everyone is claiming an excessive Q and a tee-shirt! You'd think we ran an Oxfam shop for Flatheads!

So from next month, the Editor has kindly granted me two tee-shirts to give away! But I'm a bit meaner than him — you're going to have to earn one! Each month I will be sending a *C&VG* Champ tee-shirt to the person who sends in the best tips and the person who writes the most interesting overall letter about *Adventure*! If you write and don't get one, don't be disappointed — I can tell you that the standard of some of the letters, tips and maps are absolutely superb!

HEAVY HINTS

Credits this month go to: Stephen Rooney of Dublin, Stefan Fafinski of Reading, Colin Wilson of Glenrothes, Adrian Brown of Nottingham, Nic Aplin, Jonathan Day of Stockport and, of course, Beverley Randle.

It Mark Williams wants meat in PQ, he will have to eat the elephant!

PHILOSOPHER'S QUEST:
The code. Arrange these letters against the corresponding letters of the alphabet and the result indicates orders to the dancers.

KINGDOM OF HAMIL:
aving deciphered the questions, the set refers to the 11 letters used for the code. Arrange these letters against the corresponding letters of the alphabet and the result indicates orders to the dancers.

GOLDEN BATON:
When you find the ring in the hollow, wear it, then examine the hollow.

URBAN UPSTAIR:
Police Station — I'm staying for a while and someone may ring a bell.

TWIN KINGDOM VALLEY:
To get the bridge over the river, wave the short wooden rod near the hall of the forest king.

MICRO DRIVEN:
Open the glovebox to discover the keys and insert these in the ignition, to start the car!

HEROES OF KARN:
The witch may suffer from hydrophobia!

CASTLE OF RIDDLES:
Satisfy a gloopy creature with a blood lookalike! To take the bucket at the bottom of the well, if at first you don't succeed ...

COUNT:
Think — why is the coffin empty at night? When is the best time to plan to do the deed?

HULK:
Take your Doctor's advice literally to become super-strong!

INCA CURSE:
To go down the porthole, you need lamp, rope, blue stone, red stone and a magic ring!

ESCAPE FROM PULSAR 7:
Add the rest of the ingredients after you have poured the water!

侍ソフトウェア SAMURAI SOFTWARE

Castle of the Skull Lord

Packaged in a
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In a battle lost in the mists of time, the necromantic Skull Lord attacked and defeated a race of noble Dwarves. The Dwarves lost many treasures, the most valuable of these being the "Crown of Dwarves Kings". For many ages did they attempt to regain this artifact, and for many ages did they fail.

Now in desperation they call upon you, noble warrior, to attempt that which is beyond their power.

Your quest:— To regain the fabled crown and defeat the all powerful skull lord.

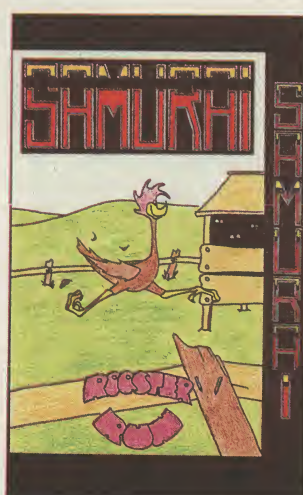
The adventure is of the classic format. Simple verb-noun combinations are expected, and will usually be understood.



Samurai Invaders



Ms. Maze



Rooster Run

You control a fearsome Samurai warrior whose aim is to prevent the Alien invaders from gaining control of the earth. To help you in this task, you are armed with shuriken, fearsome oriental throwing stars.

Can you guide the intrepid Ms. Maze around her garden maze and collect the daisies? Or will you fall victim to the evil skull riders? (In a garden?) Can you make it to the magical "flower pills". Will you get the "flower power" to zap the skulls? Will Ms. Maze ever get to see the flower of her heart, Percy Chucka?

Why DID the chicken cross the road? You don't know? Neither do we, but with the help of this game you may just find out! Your aim is to guide the hapless rooster across the road, then, get in the boat and avoid the aquamarine hazards. What could be simpler?!

Please tick the correct boxes in the mail order coupon.

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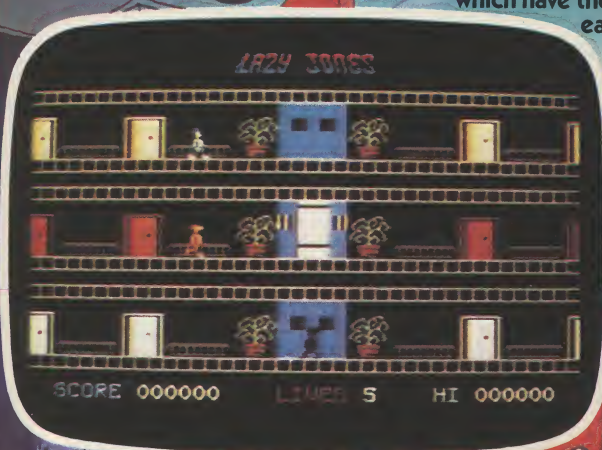


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A new games concept for the CBM 64

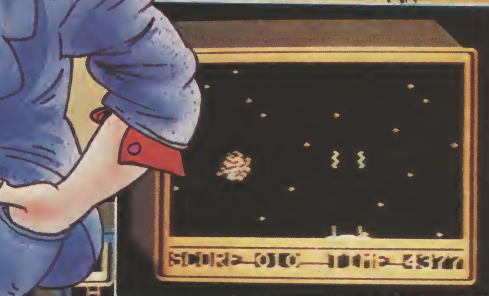
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AVALON

The year is 408 AD. Maroc the Mage is a Lore Seeker. He travels, gathering knowledge of the old ways and is learned in the subtle arts of herbs and healing.

One night, while orating one of his collected rhymes, "The Legend of Avalon", to some interested villagers, an old woman in the crowd begins foretelling a new age of chaos. The air chills as she speaks of the dread Lord of Chaos once again leading his wild hunt across the night sky, stealing corpses from graveyards and battlefields.

Her bony finger points at Maroc. "Go to the Isle of Glass" she demands fiercely.

The crowd mutters and begins to disperse.

Maroc, much embarrassed and disturbed by the event, prepares to leave. But the old woman takes him aside and gives him an old oak staff with an iron head — and an old map. "There is Avalon," she chuckles menacingly, pointing to a mysterious hill rising in the blue distance.

Maroc's curiosity overwhelms his fears and he allows the villagers to guide him to the Island across a causeway half hidden under a dark sea. The villagers suddenly depart, leaving him alone on the island to consider his next move...

The Legend of Avalon

*Beyond the shadow of the sun,
Where countless alien realms are hung,
The Lord of earth reached out in dread
To claim his tribute from the dead.
His horn sounds out his warning cry,
The wild hunt thunders across the sky.*

*Mage and Lorelord combine their might
To crush the chaos of the night.
With cunning craft they forge for war
The sword of power, Caliburn,
The Amulet for evermore,
The Wraithbane rod of lore.
Upon a bier of burning gold,
They set the cup of power untold.*

*Before the radiant host they fly
To chasms deep below the sky.
Within the crystal Isle of Glass
The destiny of men must pass.
The earth is rent as powers collide,
Victors and vanquished scaled inside.
Warriors, lorelords are gone
Lost, entombed in Avalon.*

Thus runs the Legend of Avalon, which Professor Video discovered on a crumpled ancient parchment while on an archaeological dig somewhere in deepest Wessex. He also uncovered some interesting facts about Avalon — thanks to fellow historians Hewson Consultants.

Hewson's historians have delved into the secrets of the Isle of Avalon and now C&VG can exclusively reveal the map they have made of the entrance to the mysterious mound known only as The Gatehouse Level.

Prof Video has deciphered the riddles of the map and with the help of the Hewson historians can now reveal some extremely useful hints and tips

The Wizard

You will have noticed that from time to time another wizard materialises near you — floating above the action.

This wizard has something you really need. To get it, you must pay him some gold you pick up from a chest somewhere on the Gatehouse Level. The Servant sprite will help you get the gold — but then you've got to find the Servant too, haven't you!

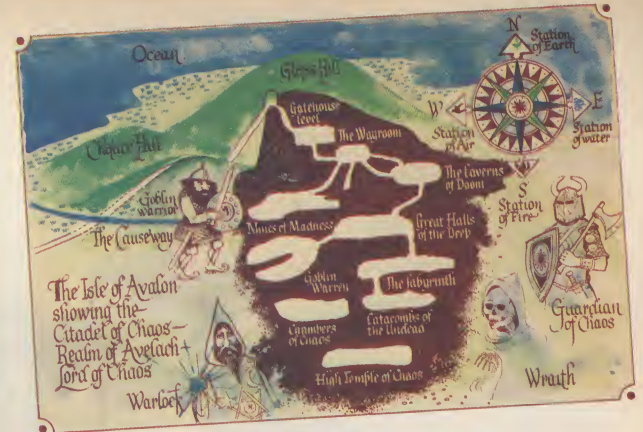
Look closely at the map and read the cryptic clue below — you might just be able to work it out!

Once you've got the gold, go back to the starting room and wait for the wizard to appear. Then see what

happens...

The Way Room

To get to the deeper levels of Avalon, you must help Maroc find The Way Room — but the



THE GATEHOUSE LEVEL



whereabouts of this room is one secret Professor Video has yet to uncover. Perhaps YOU can help him? Let us know how far you can get into the mysteries of Avalon.

But before the Prof. goes back to his history books, here's one more clue for you. He found it written on a stone tablet at the entrance to Avalon.

*"Gold can buy a star to fit
and a servant comes when
you ring, but what colour is
the fish?"*

Maroc the Mage needs a few spells to help him on his quest to destroy the Lord of Chaos. Professor Video has unravelled the secrets of mystic runes found in the first room of the mysterious mound and can now tell you just how to get two vital spells. But first you'll need to know what he means by his instructions!

Instruction	Meaning
EXIT LEFT:	Leave the room by the door on the viewer's left.
EXIT UPPER LEFT:	Leave by the rearmost of the two doors on the viewer's left.
EXIT REAR:	Leave by the door at the back of the room.
EXIT CENTRE REAR:	Leave by the centre door of three at the back of the room.
EXIT:	Leave the room by the only door.
CROSS:	Leave the room (which has two doors only) by the door through which you did not enter.

Collecting "Energise" and "Freeze" spells.

Select "MOVE" by pressing 'FIRE'.

EXIT to red room, note star.

EXIT RIGHT to blue room.

EXIT REAR to yellow room, collect spell by passing Maroc over the spell scroll in the middle of the room.

Deselect "MOVE" by pressing 'FIRE'.

Note "ENERGISE" is now on scroll at bottom of screen.

Use joystick to move "ENERGISE" next to arrow.

Press 'FIRE' several times to boost dragon flame of energy. Select "MOVE" and fire.

EXIT RIGHT — note your first encounter with goblin warriors (three of them) — avoid them or they will drain your energy.

EXIT RIGHT — collect FREEZE spell scroll.

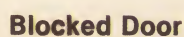
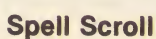
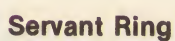
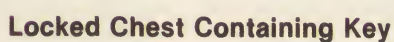
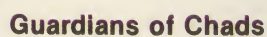
EXIT LEFT

CROSS

CROSS AGAIN to blue room.

EXIT LEFT to red room, note the star.

EXIT LEFT to starting position.



ALON



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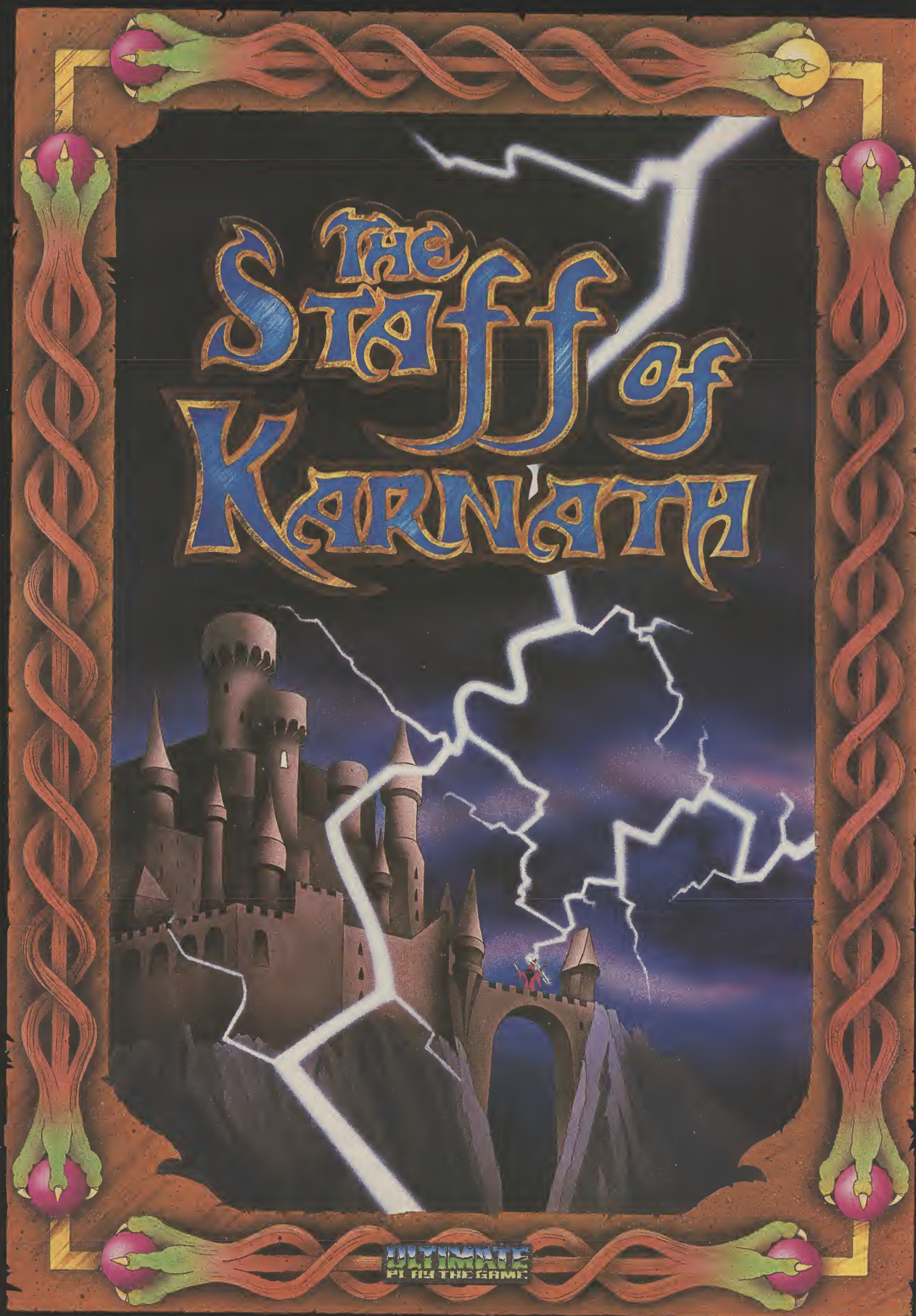
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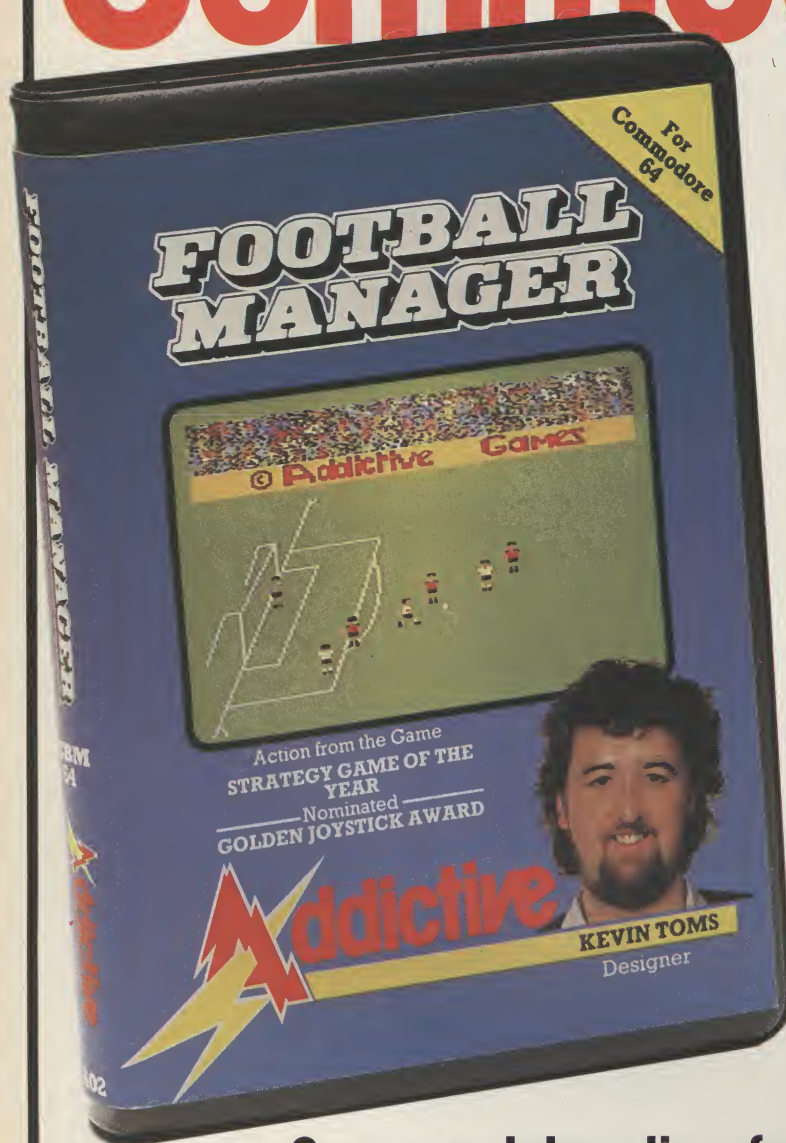
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FRANTIC FARMER

RUNS ON A BBC MODEL B

Giles the Farmer hasn't been working too hard during the summer. And now that the cold fingers of the north wind are beginning to creep under the doors of his farmhouse, he is starting to regret not earning enough money to pay the fuel bills.

You have to help Giles search his barren field for some firewood to burn on his stove. Trees have grown all over the field and you have to make sure that Giles doesn't run into any of them in his panic.

As well as collecting the dead branches off the ground, Giles can pick up any corn seeds he finds and store them away for next spring. Full instructions are included in the listing.

BY JONATHAN TEMPLE



```
10 REM .....FRANTIC
FARMER
20 REM .....(C) Jonathan
  Temple
30 #TV255
40 MODE 1
50 PROCinstruct
60 PROCchars
70 PROCsetup
80 PROCinit
90 PROCscreen
100 PROCTitle
110 PRINTTAB(10,13)"(C) Jonath
  an Temple"
120 PROCget
130 REPEAT
140 PROCinit
150 REPEAT
160 PROCscreen
170 REPEAT
180 PROCman
190 IF SN%>1 PROCzombie
200 PROCTune
210 FOR N=0 TO (5-SN%)*20:NEXT
220 UNTIL KF% OR WC%=8
230 IF WC%=8 PROCcount ELSE LV
  %=LV%-1
240 UNTIL LV%=0
250 IF SC%>HS% HS%=SC%
```

Illustration: Dave McTaggart


```

260 PROCtitle
270 PRINTTAB(12,13)"HIGH SCORE
"HS%
280 PROCget
290 UNTIL FALSE
300 :
310 DEFPROCman
320 IF INKEY=99 REPEAT UNTIL I
NKEY=74
330 TD%=-((INKEY-73)-((INKEY-98)
*2-(INKEY-105)*3-(INKEY-67)*4
340 TX%=MX%:TY%=MY%:IF TD% MD%
=TD%
350 MY%=MY%+(MD%=1)-((MD%=3)
360 MX%=MX%+(MD%=2)-((MD%=4)
370 VDU 31, TX%, TY%, 32
380 IF OC%>32 VDU 17, 2, 8, 231:P
ROCseeds(-1)
390 IF OC%=31 VDU 17, 1, 8, 132
400 IF OC%=133 VDU 17, 3, 8, 133
410 OC%=FNR(MX%, MY%):IF OC%>13
0 PROCtest
420 VDU 17, 3, 31, MX%, MY%, MC%
430 IF SN%>2 IF RND(1)>.98 IF
RX%=0 PROCdiamond
440 IF RX% IF TIME>500 VDU 17,

```

```

1, 31, RX%, RY%, 130:RX%=0:SOUND 19,
1, 33, 5
450 ENDPROC
460 :
470 DEFPROCzombie
480 TX%=ZX%:TY%=ZY%:VDU 31, ZX%
,ZY%, 32
490 ZY%=ZY%+(ZD%=1)-((ZD%=3)
500 ZX%=ZX%+(ZD%=2)-((ZD%=4)
510 ZC%=FNR(ZX%, ZY%):IF ZC%=12
8 OR ZC%=129 KF%=1 ELSE IF ZC%=1
31 ZD%=ZD%+1:ZX%=TX%:ZY%=TY%:IF
ZD%=5 ZD%=1
520 VDU 31, ZX%, ZY%, 230
530 ENDPROC
540 :
550 DEFPROCdiamond
560 PROCrandom:SOUND 19, 1, 129,
570 VDU 31, RX%, RY%, 233:TIME=0
580 ENDPROC
590 :
600 DEFPROCtest
610 ON OC%-130 GOSUB 640, 650, 6
60, 640, 680, 690, 700
620 ENDPROC
630 :
640 KF%=1:RETURN
650 IF MC%=225:OC%=31:RETURN E
LSE MC%=225:SOUND 19, 1, 125, 20:RE
TURN
660 MY%=29:MD%=0:OC%=32:IF MC%
=225 MC%=224:WC%=WC%+1:PROCscore
(10):SOUND 19, 1, 100, 20
670 RETURN
680 PROCseeds(-10):RETURN
690 PROCseeds(25):SOUND 19, 2, 1
00, 3:RETURN
700 PROCscore(50):SOUND 19, 2, 7
5, 6:RETURN
710 :
720 DEFPROCscore(AD%)
730 SC%=SC%+AD%:COLOUR 3:PRINT
TAB(7, 0)SC%:TAB(33, 0)WC%
740 ENDPROC
750 :
760 DEFPROCseeds(AD%)
770 SD%=SD%+AD%:IF SD%<=0 KF%=
1:SD%=0
780 COLOUR 3:PRINTTAB(21, 0)SD%
" "
790 ENDPROC
800 :
810 DEFPROCclives
820 COLOUR 3:PRINTTAB(38, 0)"
"TAB(38, 0)STRING$(LV%-1, CHR$(224))
830 ENDPROC
840 :
850 DEFPROCcount
860 N=81:RESTORE 1860:FX15, 0
870 FOR N=0 TO 300:NEXT

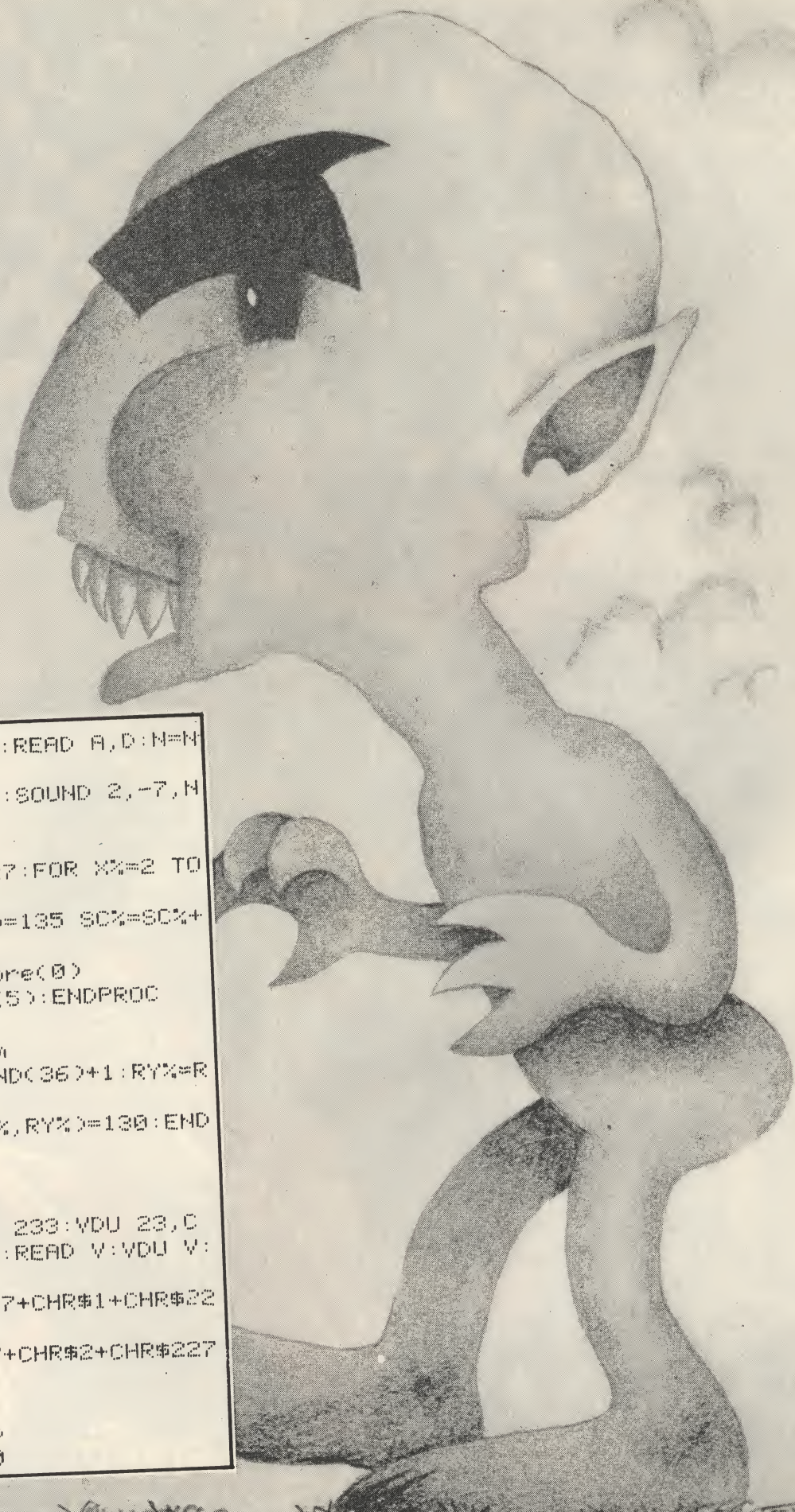
```




```

880 FOR T=1 TO 10:READ A,D:N=N
+A
890 SOUND 1,1,N,D:SOUND 2,-7,N
+48,0
900 NEXT
910 FOR Y%=2 TO 27:FOR X%=2 TO
37
920 IF FNR(X%,Y%)=135 SC%=SC%+
1
930 NEXT,:PROCscore(0)
940 SN%=SN%-(SN%<5):ENDPROC
950 :
960 DEFPROCrandom
970 REPEAT RXX=RND(36)+1:RYX=R
ND(24)+3
980 UNTIL FNR(RXX,RYX)=130:END
PROC
990 :
1000 DEFPROCchars
1010 FOR C=224 TO 233:VDU 23,C
1020 FOR N=1 TO 8:READ V:VDU V:
NEXT,
1030 field#=CHR$17+CHR$1+CHR$22
6
1040 tree#=CHR$17+CHR$2+CHR$227
1050 ENDPROC
1060 :
1070 DEFPROCsetup
1080 HS%=200:GX%=0

```




```

1090 VDU 19,2,2;0;23;10,32,0;0;
0;
1100 !&70=&F42087A9: !&74=&60808
6FF
1110 ENVELOPE 1,1,0,0,0,0,0,0,1
26,-1,0,-5,126,0
1120 ENVELOPE 2,133,8,4,8,3,1,1
,126,0,0,-10,126,0
1130 ENDPROC
1140 :
1150 DEFPROCinit
1160 LV%=3:SD%=150:SC%=0:SN%=1
1170 ENDPROC
1180 :
1190 DEFPROCscreen
1200 VDU 12,17,7
1210 PRINTTAB(0,0)"SCORE:"TAB(1
4,0)"SEEDS:"TAB(27,0)"WOOD:"
1220 SD%=200:WC%=0:MP%=0:RESTOR
E 1840
1230 PROCscore(0).PROCseeds(0):
PROClives
1240 PRINTTAB(0,2)STRING$(40,tree$)
1250 FOR Y%=4 TO 29
1260 PRINTTAB(0,Y%)tree$ "STRI
NG$(36,field$)" "tree$
1270 NEXT

```



```

1280 PRINTTAB(0,30)STRING$(40,tree$)
1290 VDU 31,0,3,227,31,39,3,227
,31,0,29,227,31,39,29,227,31,2,2
7,227,10,227,17,3,8,8,229,17,2
1300 FOR trees=1 TO SN%*5+10
1310 PROCrandom:VDU 31,RX%,RY%,
227:NEXT
1320 FOR seeds=1 TO (6-SN%)*3
1330 PROCrandom:VDU 31,RX%,RY%,
232:NEXT
1340 FOR wood=1 TO 10
1350 PROCrandom:VDU 17,1,31,RX%
,RX%,228
1360 NEXT:KF%=0:OC%=32
1370 MX%=1:MY%=29:MD%=4:MC%=224
1380 VDU 17,3,31,1,29,MC%
1390 ZX%=39:ZY%=3:ZD%=2:RX%=0
1400 IF SN%>1 VDU 31,38,3,230
1410 ENDPROC
1420 :
1430 DEFPROCtitle
1440 VDU 28,4,21,35,7,12,26,17,
3
1450 PRINTTAB(12,11)"FRANTIC F
ARMER"
1460 ENDPROC
1470 :
1480 DEFPROCget
1490 PRINTTAB(8,15)"PRESS SPACE
BAR TO PLAY"
1500 *FX15,0
1510 REPEAT UNTIL GET=32
1520 ENDPROC
1530 :
1540 DEFPROCtune
1550 READ A:IF A=-1 SOUND 2,0,0
,1 ELSE SOUND 2,-10-(MP%=40)*5,A
,1
1560 MP%=(MP%+1)MOD41:IF MP%=0
RESTORE 1840
1570 ENDPROC
1580 :
1590 DEFFNR(x%,y%)VDU 31,x%,y%:
CALL &70:=?&80
1600 :
1610 DEFPROCinstruct
1620 COLOUR 2
1630 PRINTTAB(12,0)"FRANTIC FAR
MER"
1640 COLOUR 1
1650 PRINT""Guide the farmer a
round the screen usingthe Z,X,:
and / keys, bringing pieces offi
rewood back to your small house
one ata time whilst leaving a tr
ail of seeds."
1660 COLOUR 2
1670 PRINT""Try not to cross t
his trail as doing so will lose
you some seeds, and you lose a
life each time you run out. If y
ou aregetting short, get the sma
ll piles of seeds but watch ou
t for trees !"

```


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ace among the Elite?

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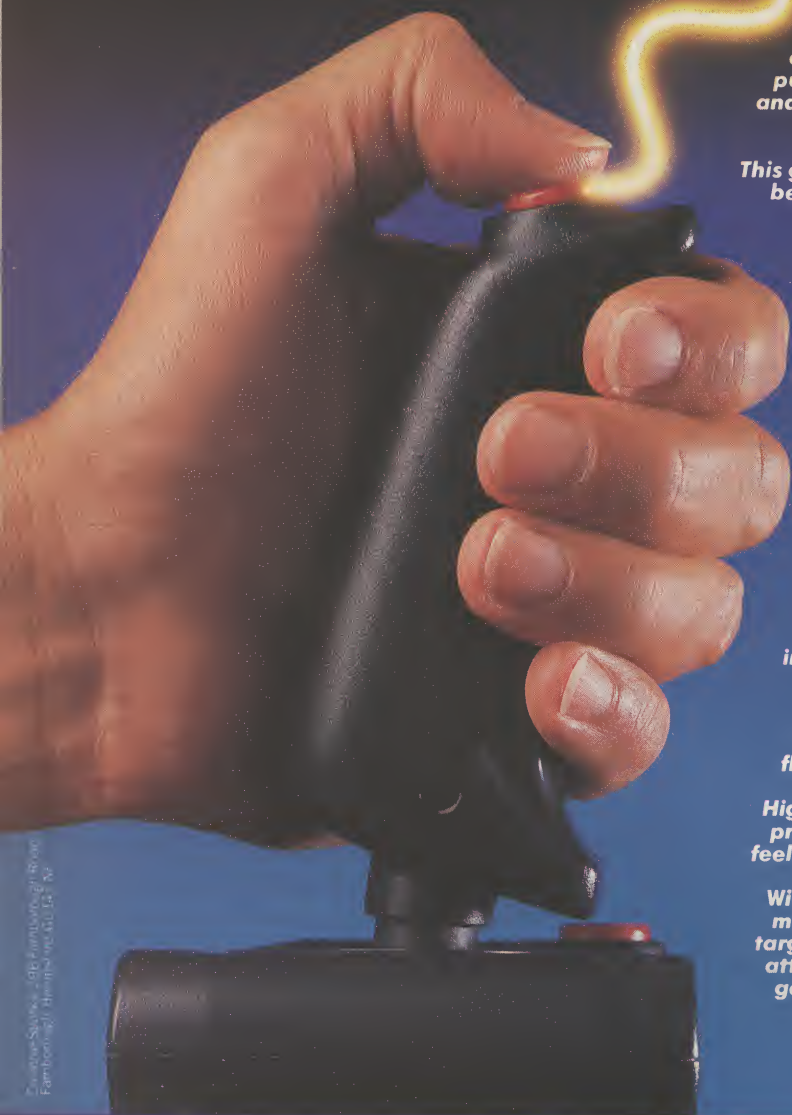
Achieving higher status in Elite will tax your skills to the limit. Which is why you must down-



ACORNSOFT

QUALITY CONTROL FROM CREATIVE SPARKS ON C64

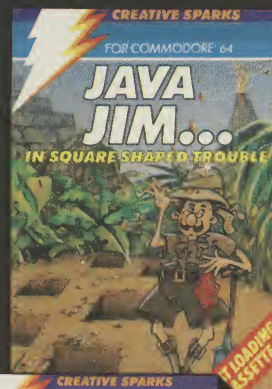
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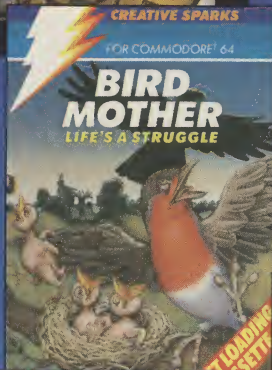


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This is a delightfully original game which uses nature as the setting for a highly compelling and challenging game. Guide the Bird Mother as she builds her nest and raises her young, finally protecting them from a predator hawk.

Fast loading cassette.

The stunning graphics and music in Bird Mother are not to be missed.

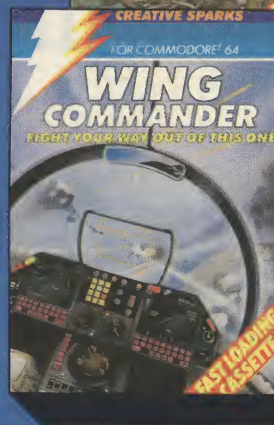


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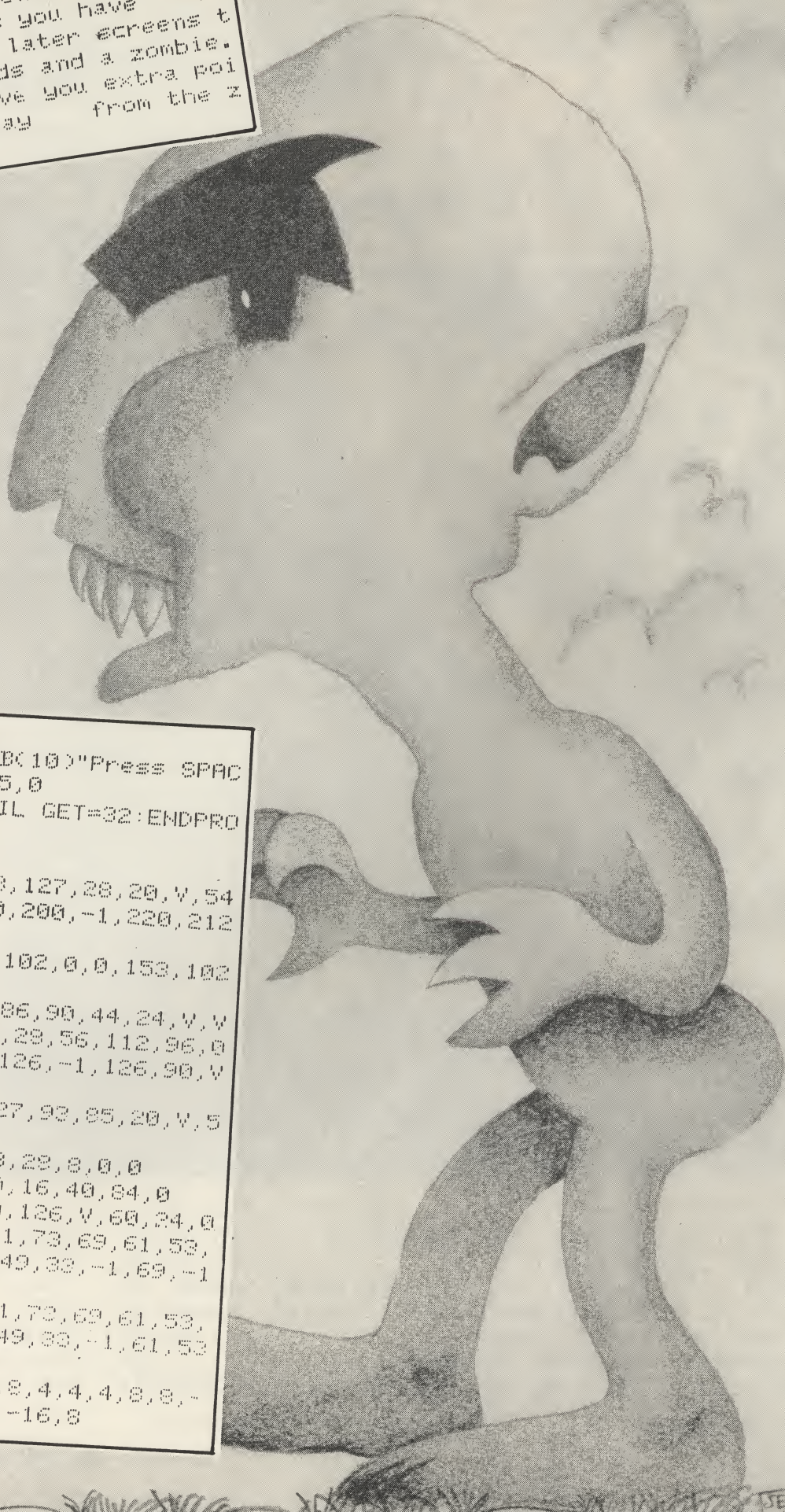
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1680 COLOUR 1
 1690 PRINT""After each screen
 you are given a bonus depending
 on how many seeds you have ma
 naged to sow. On later ecreens t
 here are diamonds and a zombie.
 Diamonds willgive you extra poi
 nts, but keep away from the z
 ombie !"

1700 COLOUR 2
 1710 PRINT""TAB(10)"Press SPAC
 E to start":*FX15,0
 1720 REPEAT UNTIL GET=32:ENDPRO
 C

1730 :
 1740 DATA 28,V,8,127,28,20,V,54
 1750 DATA 28,220,200,-1,220,212
 ,20,54
 1760 DATA 0,153,102,0,0,153,102
 ,0
 1770 DATA 56,94,86,90,44,24,V,V
 1780 DATA 0,6,14,29,56,112,96,0
 1790 DATA 24,60,126,-1,126,90,V
 ,122
 1800 DATA 28,V,127,93,85,20,V,5
 4
 1810 DATA 0,0,0,8,29,8,0,0
 1820 DATA 0,0,0,0,16,40,84,0
 1830 DATA 0,24,60,126,V,60,24,0
 1840 DATA 33,69,81,73,69,61,53,
 -1,41,33,-1,33,-1,49,33,-1,69,-1
 ,53,33,-1
 1850 DATA 53,69,81,73,69,61,53,
 -1,41,33,-1,33,-1,49,33,-1,61,53
 ,-1,53
 1860 DATA 0,4,8,4,8,4,4,4,8,8,-
 12,8,4,8,-12,8,8,8,-16,8





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AYE AYE CAP'N

Some companies go to great lengths to protect their games from pirates. Aardvark seems to have a novel approach. If you try loading a pirate copy of *Frak* into your Beeb, you'll hear a beautiful rendition of the theme from Captain Pugwash. You know, that cartoon series about pirates!

If you want to hear it for yourself, don't try copying the game. Just LOAD "FRAK" and wait for the loader program. Then type GOTO 140.

TOKEN GESTURES

If you have a Commodore machine, try entering a REM line followed by a few capital letters. Now list the line and see what's happened. The letters have changed into various Basic keywords.

Matthew Nicola sent me a list of them and asked why this happens.

Well, Matthew, your machine stores Basic words as single characters called tokens. For example, the word PRINT takes up five characters but, if you store it as a single character, it takes just one.

Normally, your machine will know the difference between them but not when it comes to REM lines. If you want to use capital letters in REMs, just put the line in speech marks "like this".

ELECTRON TIPS

I've just come across a scrap of paper which I picked up from the Micro Power stand at the BBC User show. I'd forgotten all about it till now, but here's some news from Micro Power about the Plus-1 interface for the Electron.

Some games won't work on your computer if you have a Plus-1 attached. However, it's not a good idea to disconnect it, as the contacts will gradually wear out.

What you should do is to enter the following lines before loading the game. Then, it will run with the Plus-1 attached.

The problem is that some large games use the same area of memory as the interface, so the routine

crashes. This way, you'll be able to play the game but, unfortunately, you won't be able to use joysticks.

These lines are ...

*FX 163,128,0 to disable the interrupts.

Then, ?&212=&D6

and ?&213=&1F.

You can re-enable the interface by putting a 1 at the end of the *FX command instead of a zero.

And remember, don't remove your Plus-1.

BLAGGER

I've had so many letters about cheating in Alligata's *Blogger* that I think it's about time to print one.

First out of the hat is one by Saul Masson and David Parker. Sorry guys, you'll have to share the £10.

Before you start a game, says the letter, press the space bar. You should find your lives increasing from zero to five. Now hold down the control key and press any letter. Each letter corresponds to a different screen. The others can be reached with ":", ",", and "&".

A DEFINITE RE FLAG

News has reached me of a couple of classic bugs in Daley Thompson's *Decathlon*. If you want to qualify in the high jump, just set the bar nice and high and then go under it instead of jumping over it! The computer recognises that you have passed the bar but seems to miss the fact that it's still underneath you!

ODE TO PSYTRON

If you've bought Beyond Software's *Lords of Midnight* game for your Spectrum, you've probably seen the demo of their Psytron game on side two of the tape. Andrew Biswell, known as the Chessington Loony, tried to make the demo version into a full playing program. During his devious deeds, he uncovered this poem buried in the actual machine code of Psytron.

Dear Fiona,

You are too precious for mere words but maybe "I Love You" will do. Sometimes, late at night, I hear you cry, while I lie awake and

wonder why someone so good and so true could get so upset, down and blue. I know I'm hard at times when perhaps you need me most, but we all have our destiny and that's no idle boast. Wherever I am, whatever I do, always remember I love you."

Wordsworth eat your heart out!

FULL THROTTLE

Chris Pullen reckons he's found the only bug in Micromega's latest game.

If you allow yourself to be lapped, the screen will show "POSITION:LAPPED" but this seems to make no difference to your finishing position. If you get lapped and then end up in first place, the computer will announce you as the winner, even though you have been lapped!

WRITE TO ME

Technology seems to be taking over as far as readers of Bug Hunter go.

I'm getting more and more letters sent through Micronet each week, which saves you buying a stamp and saves me having to open all those envelopes.

Don't forget that, if you have a Micronet account, you can write straight to C&VG through Mailbox. Just go to page 84 and fill in the Bug Hunter number, which is 012 786 556.

Letters and phone calls are still welcome, of course. The phone number is 01-251 6222. Call any time during the day and, when Cindy answers, ask her for extension 2470.

That's all we have time for this month. Remember that if you have any problems with listings in C&VG, drop me a line at Priory Court. Or call during the day on 01-251 6222. If you uncover a bug during one of those all-night programming sessions, don't save it till morning. Just call 01-251 5633 and a friendly voice will say "this is a recording, please leave your message after the bleep." Well, you don't expect me to work all night, do you?

BY ROBERT SCHIFFREEN

“Brilliant...”

Elementary

my dear Watson.

‘Sherlock must be the most complex adventure ever created.

The creation of atmosphere is superb (more like that of a novel than a computer game) in fact playing the adventure feels more like acting than playing a computer adventure.

The characters in Sherlock behave just as they would in real life and have a very human feel to them, not only in the way they react to situations, but also in their displaying of human emotions.’

MR STERN, HERTS

‘Sherlock Holmes has been well worth waiting for with an 800 word vocabulary, real Victorian transport system — cabs and trains and all, and a cast of characters peopling graphics screens designed by Mugsy man Russell Comte.’

YOUR COMPUTER

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CRASH

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MR ROGERS, BATH

‘Your game is atmospheric. I have to admit it is actually real. I am referring to of course, the characters who work so independently that I am amazed at their individual characteristics every time I play the game.’

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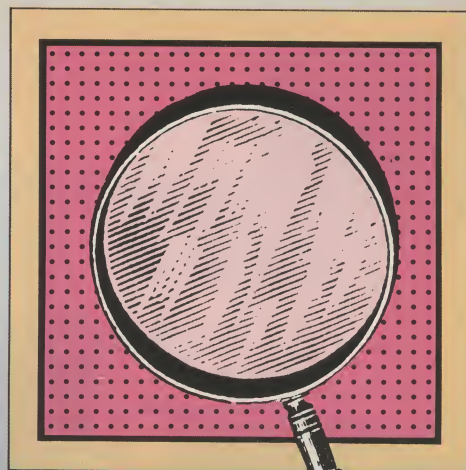
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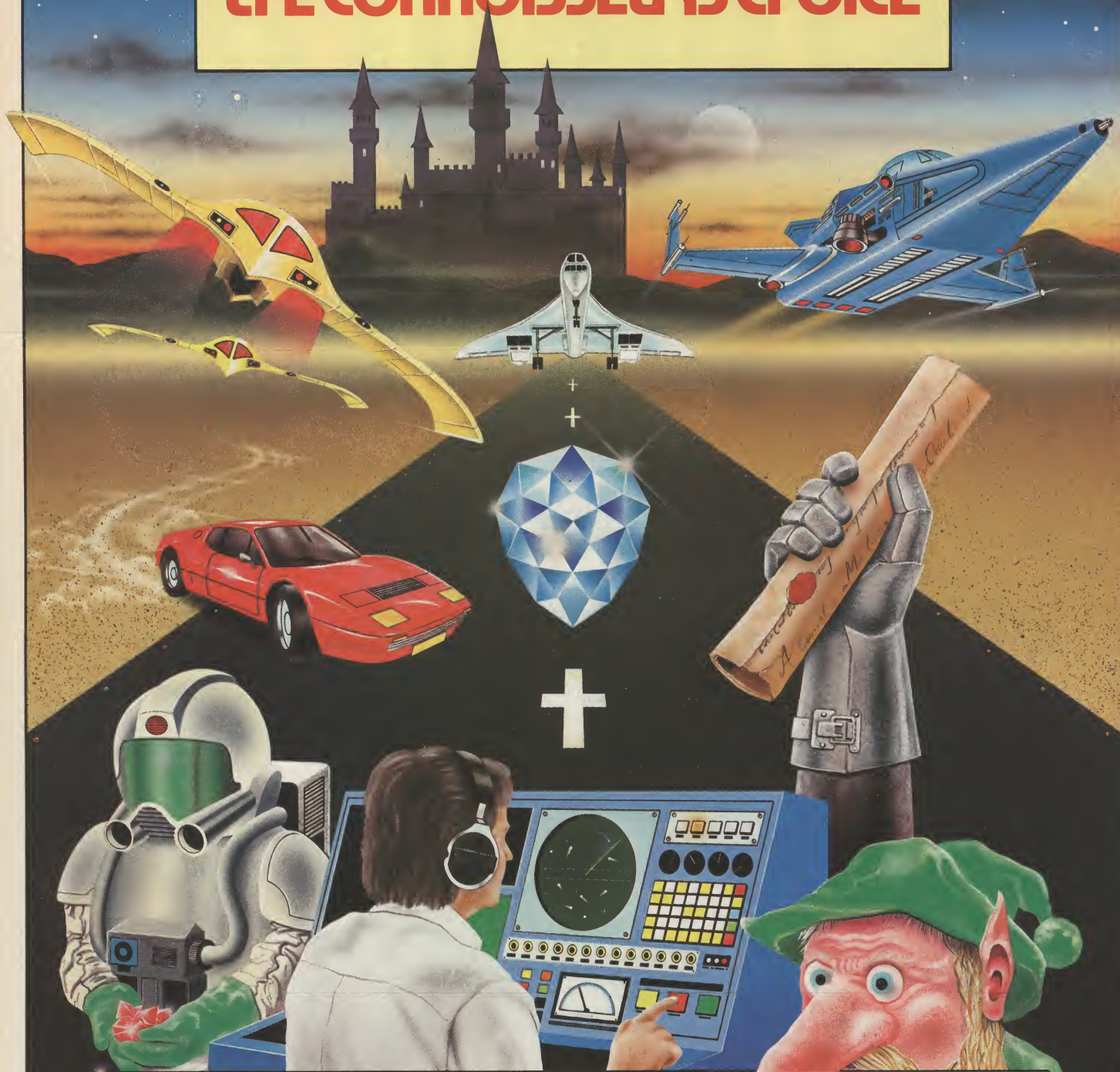
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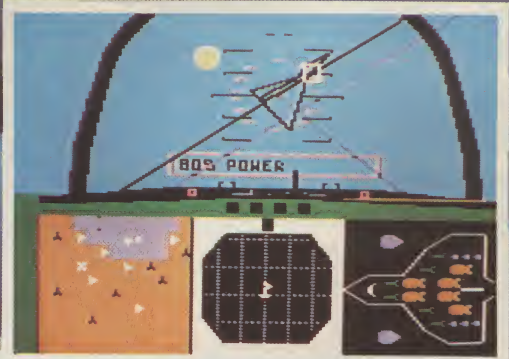
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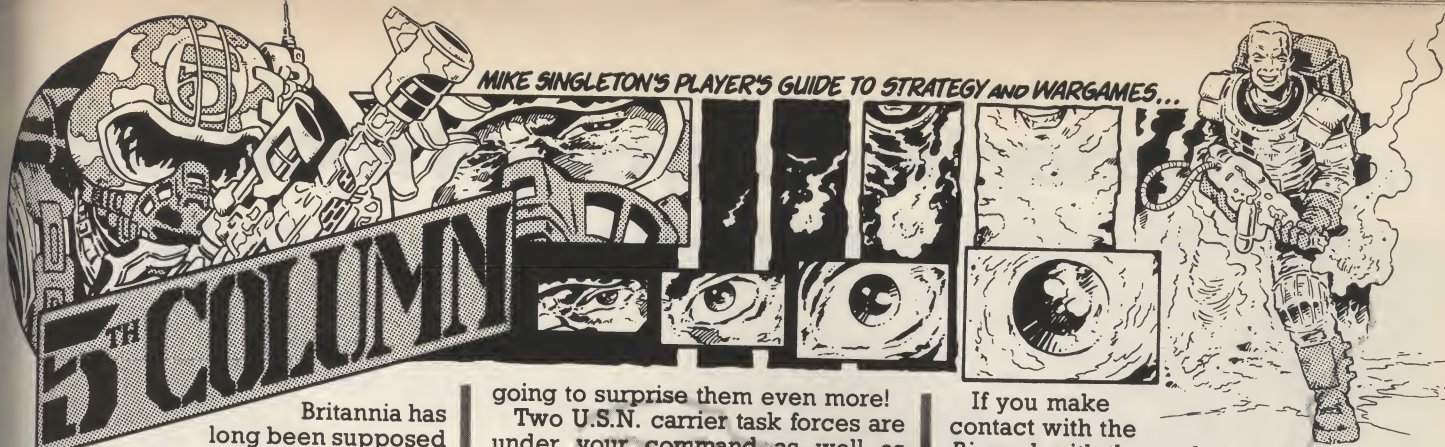
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Britannia has long been supposed to rule the waves — at least by her subjects — but what of her nautical software? Would Nelson really have given it a second glance or would he have preferred to peruse it with his blind eye?

Temptation's *Admiral Graf Spee* for the Commodore 64 is a less than tempting offering. This ugly duckling of a game doesn't quite know what it's supposed to be and ends up as a rather unhappy mixture of real-time action and pause-for-thought control. You get a very nice map of the South Atlantic and an inventory of the fuel and ammunition your pocket battleship carries. Yes, you play the part of the dastardly Hun in this one and even get a partial rendering of *Deutschland Über Alles!*

One of your options, *Mein Kapitän*, is to rendezvous with your supply ship, the *Altmark*, but this wastes valuable sinking time so you are warned to be careful with your munitions.

Presumably the programmer who wrote this game was afflicted by a heavy German accent; sinking time there's plenty of but *thinking* time precious little! Little specks representing enemy shipping flicker briefly on your Atlantic chart.

Strategic movement consists of trying to catch one of these fireflies before it disappears. You are then deemed to be in visual range and a pseudo-arcade sequence begins — "pseudo" because the enemy ship flits about the horizon at near arcade speed but the response time of the controls at your disposal would make a sloth seem hyperactive.

At the other end of the spectrum (although it's for the Commodore 64) is P.S.S.'s *Battle for Midway* which recreates the Japanese carrier attack on the World War II U.S. base in the Pacific. This game also incorporates real-time arcade action but uses it more as occasional atmospheric scenery than as something that actually influences the outcome of your strategic planning.

This time, the chart on your screen is the South Pacific Ocean. Somewhere out there you know, thanks to your code-breakers who have been feeding you the radio transmissions of the Japanese Imperial Fleet, that an invasion fleet and two carrier groups are approaching Midway Island. They are hoping to surprise you but you can be sure that you're

going to surprise them even more!

Two U.S.N. carrier task forces are under your command as well as land-based fighters and bombers from Midway itself. Before you can attack the enemy you must locate his fleets by directing search aircraft to likely areas of ocean.

Midway needs thought and careful planning to win but it also needs quick thinking. The pressures a commander is under during battle are recreated by a continuous real-time change of the strategic situation.

Ponder an attack for too long and your search planes may have lost contact with the Japanese Fleet, but act too hastily, forget about that squadron you launched three hours ago and it will run out of fuel and ditch ignominiously in the sea. Above all, you must try to find the enemy carriers before they hit you. Can you out-think the inscrutable? An engaging game, which uses the element of the unknown to great effect.

Somewhere in the middle ground between the disastrous and the successful comes *Bismark* from the Argus Press Software Group.

Though the game I tried was for a 48k Spectrum, versions apparently exist for most popular home computers. Perhaps this explains why the game turned out to be fairly rudimentary — in fact pretty Basic when I came to list it. The scenario has you hunting the German battleship *Bismark* in the North Atlantic.

Bismark plays rather like an updated version of the schoolboy game of battleships — even the map is just the old, familiar 10 x 10 grid stretched a little bit. Ordering your ships about gets rather tedious and memory-sapping because you have to input strings of compass directions for all of them (in sequence!) before any movement on your chart becomes visible. Needless to say, this makes for frequent mistakes especially since the map gives no clue as to the identity of the different squadrons of ships. Only the one you are currently giving orders to is picked out by a flashing cursor.

However, if you manage to cope with the problems of command and control, the game itself does offer a real, if simple, strategic challenge. You have to locate the *Bismark* before you can destroy it but some of your battle groups are much weaker than the enemy in firepower.

If you make contact with the *Bismark* with these, they may well be blown out of the water before you can bring up the heavy stuff. The big battleships you command are relatively slow and if these find the *Bismark*, she is almost bound to outrun them.

The solution, as in the real event, is to sacrifice some of your ships and aircraft in an attempt to cripple the German battleship and slow her down, then bring in your heavy battleships for the kill. Okay as a magazine listing, but not really the sort of game I'd pay good money for.

This month's moral, I suppose, is that approach and presentation in a computer game are crucial to its success. All three games I've discussed take war at sea as their theme and concentrate on the problems of locating and engaging the enemy, yet only one has really succeeded in putting the player there, on the spot.

In any strategy game, the player will be giving a lot of commands to the units under his control but the real meat of the game is making the decisions. The physical effort of enacting them should be kept to a minimum so that the player can get on with the real business of being a commander. This is the key to success. Well done P.S.S.!

In the next 5th Column, I shall be telling you all about *Seldon's Game*, a strategy game that grows. Its theme is galactic but the player has no ships or planets under his control. All he has is knowledge and the ability to slightly tip the balance of events one way or another as the history of the galaxy grinds inexorably on. The player's objective is to bring peace to the galaxy by subtly changing history.

How does it grow? Well, editor permitting, I'll be providing listings in Basic of the bare bones of the game with "history" subroutines for a few different types of world.

In subsequent 5th Columns, subroutines for new types of world to add to your galaxy will be listed but these, I hope, will come from you, the readers. As time goes on you will be able to build up a whole library of *Seldon's Game* worlds to use in your galaxy as you choose and you'll also be able to include your own concoctions. Every reader should be able to build up his own, unique game. Till next time, I'll leave you with that tempting thought.

Amazing how played out some things b



gs become.

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- 3) **Carl Thomas**, New Ferry, Wirral — **995,003**
- 4) **D J Murray**, Denstone, Uttoxeter — **985,833**

SABRE WULF

- 1) **John Capel**, Preston, Lancs — **3,000,045**
- 2) **Thomas O'Dowd**, Wexford, Ireland — **1,350,335**
- 3) **David Walker**, Darlington, Co. Durham — **1,306,565**
- 4) **Dominik Szewczyk**, Bents Green, Sheffield — **998,490**
- 5) **Neil Williams**, Rugeley, Staffs — **973,875**

PLANETOID

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- 2) **Neal Wylde**, Welwyn, Herts — **1,618,500**
- 3) **Daniel Poon**, Newark — **783,475**
- 4) **Paul O'Malley**, Romsey, Hants — **684,550**
- 5) **Richard Thorpe**, Denham, Bucks — **99,690**



RICHARD THORPE

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- 1) **Denis Vuuc**, Isleworth, Middlesex — **38,848,420**
- 2) **Gordon Garrow**, Glasgow, Scotland — **28,957,210**
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- 4) **Fraser Watson**, Sheffield, West Midlands — **16,742,160**
- 5) **Simon McElroy**, Wolverhampton, West Midlands — **14,863,889**



GORDON GARROW

HALL OF FAME

Name.....
 Address.....
 T-shirt size sm ☐ med ☐ lge ☐
 I scored.....
 Time taken.....
 Game.....
 Computer.....
 Witness's signature.....

OUR HALL OF FAME GAMES

Since we relaunched our Hall of Fame with some new games, your hi-scores have been flooding in. Keep it up! If you look below, you'll see we've added a few more new games for you to try your skill at. There's *Starbike* — the space game with a difference from The Edge—Acornsoft's *Elite*, a very sophisticated trading game and Micro-Gen's *Pyjamarama* — a sort of Jet Set Wally!

DIAMONDS

Michael O'Mahony won a £350 diamond for his 5,997 high score on *Diamonds*. English Software's other big game — *Jet Boot Jack* for the Atari computers and 64 — will now replace *Diamonds* in Hall of Fame.

JET PAC

Fly Jet Man around the screen collecting the three sections of his space ship.

DONKEY KONG

The king of climbing games. The ape, the carpenter, and the blonde are now available on Atari, Vic 20, 64, and TI-99/4a from Atarisoft.

MANIC MINER

The zany 20-screen climbing game that introduced Miner Willy.

JET SET WILLY

What Miner Willy did next. This time there are 60 screens.

THE PYRAMID

The Pyramid has Fantasy's unique high score verification system.

ZALAGA

Splendid arcade clone for the BBC.

SABRE WULF

Similar to *Atic Atac* but twice as tough and thrice as pretty.

PSYTRON

Beyond's first big hit for the Spectrum. *The Psytron* is a computerised defence system for the planet Betula 5.

ELITE

Acornsoft's sophisticated space trading game. Great graphics and action.

STARBIKE

The Edge promise a gold BMX bike to the highest scorer on their new game.

JUMP CHALLENGE

Eddie Kidd's brand new computer game which features buses, barrels and bikes. Even Eddie found it difficult!

PYJAMARAMA

Wally steps into a nightmare — and into C&VG's Hall of Fame.

DONKEY KONG

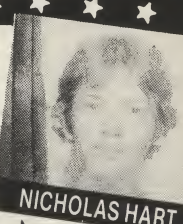
- 1) **Darren Prince**, Salford, Manchester — **569,900**
- 2) **Matthew Brady**, Maldon, Essex — **432,000**
- 3) **Deborah Healey**, Oldham, Lancs — **400,083**
- 4) **Andrew Lord**, Hebden Bridge, West Yorks — **362,200**
- 5) **Philip Wakeman**, Rugby, Warwickshire — **186,800**

MANIC MINER

- 1) **Paul Rattray**, Kinnoull, Perth — **13,753,289**
- 2) **Graham Farthing**, Patching, Brighton — **9,133,137**
- 3) **Matthew Hawkins**, Halesowen, West Mids — **8,719,937**
- 4) **Paul Knowles**, Bishop Stortford — **7,106,234**
- 5) **Philip Sherlock**, Crewe, Cheshire — **4,973,012**

PARSEC

- 1) **Richard Dresner**, Crowborough, E. Sussex — **8,550,700**
- 2) **Nicholas Hart**, Hull, North Humberside — **2,528,600**
- 3) **Ian Wilson**, Gwynedd, North Wales — **593,000**
- 4) **Jonathan Pierce**, Newport, Shropshire — **333,300**
- 5) **Keith Jayasekara**, Chelmsford, Essex — **281,500**



NICHOLAS HART

PSYTRON

- 1) **Clive Richards**, Monkton, Pembrokeshire — **254%**
- 2) **Stuart McIntosh**, Bishopsbriggs, Glasgow — **248%**
- 3) **Clive Richards**, Monkton, Pembrokeshire — **206%**

STAR BIKE

- 1) **Paul Davenport**, Hull — **19,046**
- 2) **Steve Brookes**, Bath — **17,429**
- 3) **Peteer Reaves**, London — **12,934**
- 4) **John Cooper**, Manchester — **9,260**
- 5) **Michael Mason**, Nottingham — **5,120**

ZALAGA

- 1) **Jonathan Reade**, Telford, Shropshire — **8,622,450**
- 2) **Chris Waymark**, Petts Wood, Kent — **5,717,890**
- 3) **Sunjay Jain**, Sinfen, Derby — **2,384,210**
- 4) **David Lucas**, Hallisham, East Sussex — **2,222,870**
- 5) **David Irving**, Ponteland, Northumberland — **1,684,220**

TI owners please note that *Donkey Kong* by Atarisoft is now in Hall of Fame. Let's have some high scores, ape crunchers!



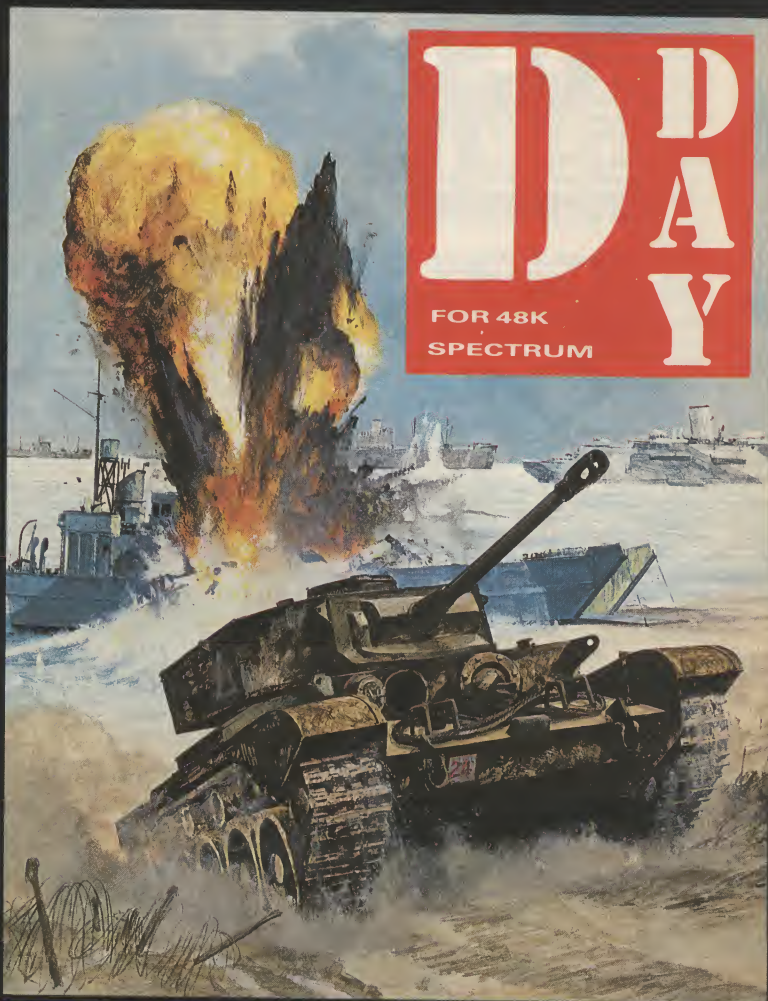
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FOR 48K SPECTRUM



Tower of Despair

48K SPECTRUM



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COMMODORE 64 games to swap or sell. Programs include British and American titles. Write or send your lists to Hlegre Stava, 427Y Støl, Norway.

VIC 20 for sale, including 16K Rampac, software, joystick, magazines. £120 or offers. Tel: (0469) 72854.

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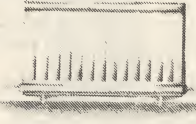

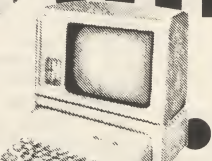
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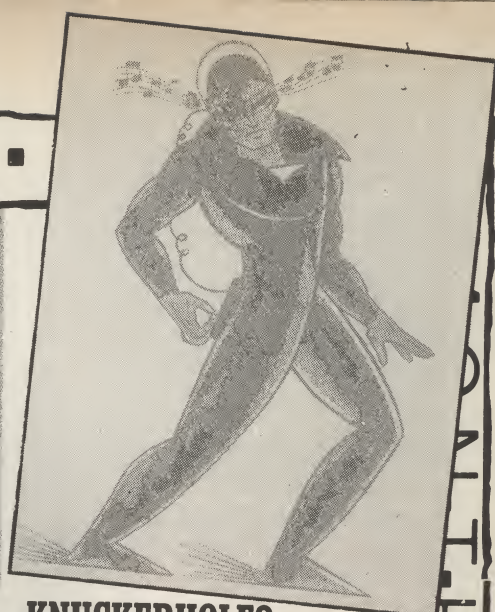
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Take off with the Prof in the next issue of *C&VG* when he straps himself into his Tornado jet and blasts off for a training flight. Yes, we've persuaded Professor Video to take to the skies in order to bring you hints and tips on that top selling game, *Tornado Low Level*. Plus a great map with extra added flight equipment. Interested in earning your wings? Then fly down to your local newsagent on December 16th and grab a copy of *C&VG*!



DOOMDARK CONTINUED.....

The battle against the evil Heartstealer and her Iceguard legions continues in part two of our Doomdark's Revenge competition. If you were intrigued by part one then you won't want to miss your chance to fight alongside the Warriors of the Free. Join up by getting your mailed fist around January's *Computer & Video Games*.



KNUCKERHOLE?

What is the Knuckerhole? Where is the Knuckerhole? And what has it got to do with computer games? Find out **ONLY** in *Computer & Video Games* next issue, when we exclusively reveal the mysterious Legend of the Knuckerhole, Jet Boot Jack's latest and greatest adventure. Delve into the depths with *Computer & Video Games* and you may well come up with some interesting prizes!



ADVENTURE WIZARD

Keith Campbell, *C&VG*'s Adventure wizard, has been looking at all the latest Adventure games with the help of his two apprentices, Simon Marsh and Paul Coppins. You'll discover what he thinks about the hot new games in *C&VG*'s Adventure Extra next issue. Keith has also been delving in to the mysterious world of *Zork* — a classic Adventure series. Read all about the Underground Empire in a special feature next month.

**JANUARY ISSUE
ON SALE
FROM DEC
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COMPETITION RESULTS

JUMP CHALLENGE

Once upon a time a young motorcyclist stunt rider saw a film featuring Evel Knievel which inspired him to greater things. His name was Eddie Kidd and he eventually set his own world record at Radlett Airfield, Herts. He then went on to star in a film called *Riding High*.

The film is based on the life of Eddie Kidd and had the answers to the questions in the Jump Challenge competition held two months ago.

Thanks to Martech Games, we had 40 copies of the Eddie Kidd *Jump Challenge* game to give away to the first 40 correct entries picked out of the *C&VG* memory bin. Ten prizes each for the CBM 64, Spectrum, BBC and Electron. Congrats to the winners and the prizes are on the way.

In October's issue we had an exclusive on *Travel with Trashman* and also ran a competition with 50 copies of this brand new game up for grabs — thanks to New Generation Software.

We asked you to answer three trashy questions and to tell us what you would most like to find in your dustbin if you were a dustman. I got the overwhelming impression that most people would like to find large sums of money or blank cheques — this must mean something!

The answers to the questions: "Daisy Roots" means boots, London's homes produce five million tons of rubbish per year and Malcolm and Rod Evans are twins.

We know that twins also means brothers — but twins was the answer we wanted! The first 50 correct entries to be picked from the *C&VG* memory bin have won the prizes. Due to lack of space we aren't able to print the names of the winners — but prizes are being sent out.

DUSTY BIN

PINBALL

There are a lot of pinball wizards out there, judging by the entries which flooded in for our CGL Pinball Game and Watch Competition. We had five of the latest CGL hand held games to give away — and all you had to do was answer three simple questions.

Which rock band created a rock opera all about pinball? The Who, that's who! What was the name of the star of that opera? Tommy! And what do you call the devices on a pin table used to bash the ball about? Flippers! Easy wasn't it? Now for the five lucky winners, who were: Jake Francis, of Powys, Wales; A. Ferris of Clapham, London; Raphael Lyne, from Oxford; Keith Mason of Upton, Wirral; Mrs. J.H. Berry of Wigan, Lancs. Well done!

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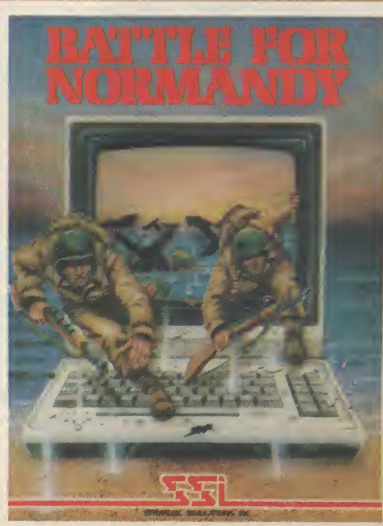
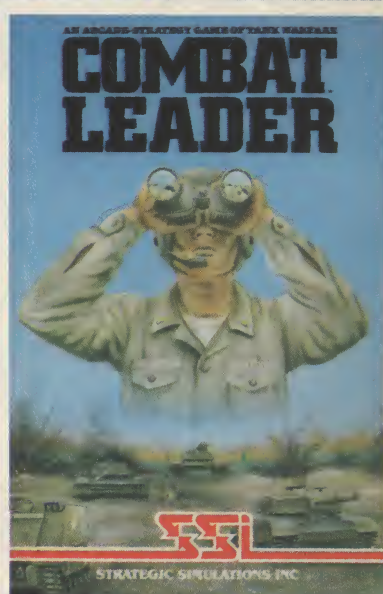
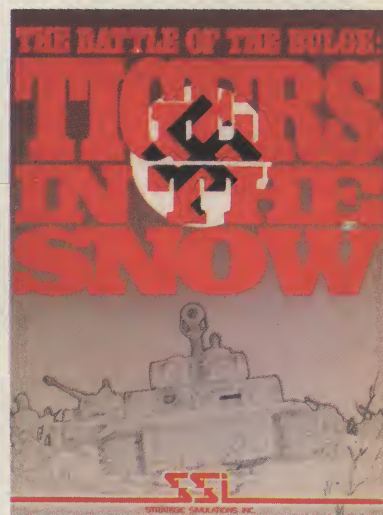
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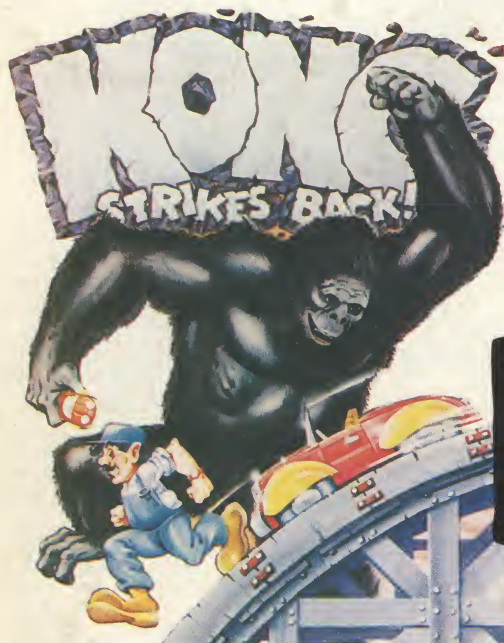


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